THE OFFICIAL HANDBOOK OF THE

MARVEL UNIVERSE

MASTER EDITION

VOLUME 1 MARVEL A-L

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SPECIAL THANKS TO Mike O'Sullivan & Carolyn Ziering

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MARVEL MASTER EDITION

THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE®

The Marvel Universe is the largest fictional world that has ever been created. It is comprised of the interlocking continuities of over 150 different comic book titles and over 15,000 individual issues, whose publication spans over 30 years. The Marvel Universe was the first concerted effort by a comic book company to place all of its characters within a unified, consistent fictional backdrop—a universe. Other publishers have since tried to follow Marvel's lead but lack the scope, consistency, or longevity of the Marvel Universe. The secret of our universe's success has been in large part the characters that populate it. Something about the characters created by Stan Lee, Jack Kirby, Steve Ditko, et al. has inspired subsequent chroniclers and creators to do the best work they were capable of doing, bringing into being new characters who carried on the grand anarchistic tradition of their forebears.

The total number of characters who have appeared in the pages of a Marvel comic since 1961 has yet to be counted (we are working on it for a new publication called the MARVEL CENSUS) but we have identified over 2000 characters who have made "significant" appearances. This is to say characters who have appeared at least three times or have done something unique in their single appearances. These characters are the subjects of this, the Master Edition of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE.

With this series, we will be presenting to you detailed model sheets and comprehensive data listings for all of the significant heroes and villains, past and present, that the Marvel Universe has brought forth. Each month a random selection of characters will be featured —some old, some new, some living, some dead, some male, some female, some well-known, some little-known. All entries are printed on sturdy paper, lightly glued for easy separation, and hole-punched for filing in a custom binder which will also be made available to you. By publishing these alphabet-spanning pages in a loose-leaf format we will be able to include significant new characters as they appear. As you integrate each new packet of entries with the previous sets, you will see the length and breadth of our wondrous, ever-expanding universe grow. By collecting the entire set you will have definitive data on the looks and background of every character in the pages of Marvel comics.

This is the ultimate version of the OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE. Its modular nature will enable us to update this indefinitely without having to start all over from the beginning of the alphabet. Start collecting . . . the universe awaits.

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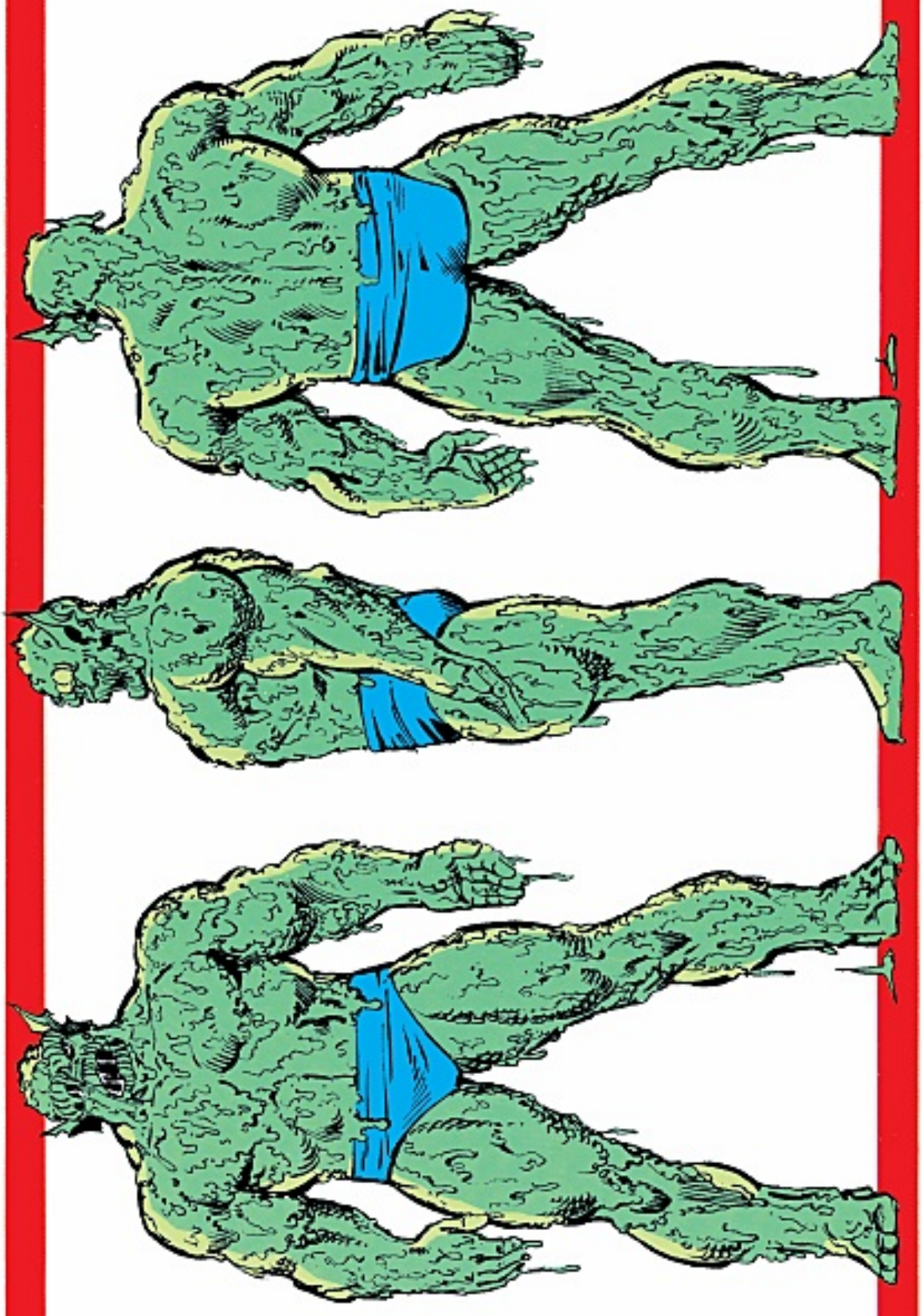
ABOMINATION™



ABOMINATION

BIOGRAPHICAL DATA

Real name: Emil Blonsky
Other current aliases: None
Former aliases: Agent R-7, Ravager of Worlds
Dual identity: Secret
Current occupation: Professional criminal
Former occupation: Spy, first mate of the starship *Andromeda*, agent of the Galaxy Master, agent of Modok
Citizenship: Yugoslavia
Legal status: Wanted for questioning in the U.S.
Place of birth: Zagreb, Yugoslavia
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Rhino, Xeron the Star Slayer, Galaxy Master, Modok
Major enemies: Hulk
Usual base of operations: Mobile
Former bases of operations: Starship *Andromeda*
Current group membership: None
Former group membership: Crew of the starship *Andromeda*
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 8"
Weight: 980 lbs.
Eyes: Green
Hair: None
Other distinguishing features: Green skin, two toes on each foot, webbed ears, rigged brow, melted-looking skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 100
Speed: Normal
Stamina: Demi-godlike
Durability: Demi-godlike
Agility: Normal
Reflexes: Normal
Fighting skills: Basic hand-to-hand combat techniques
Special skills and abilities: None
Superhuman physical powers: Superhuman strength, stamina, and durability
Superhuman mental powers: (Tyrannus/Abomination) Telepathy, (Abomination) None
Special limitations: None
Source of superhuman powers: Exposure to gamma radiation

PARAPHERNALIA

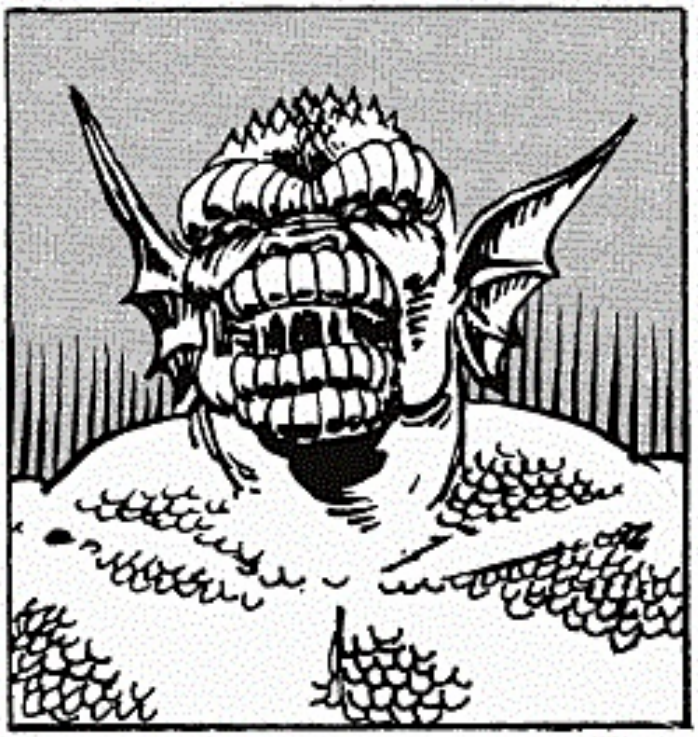
Costume specifications: Ordinary fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

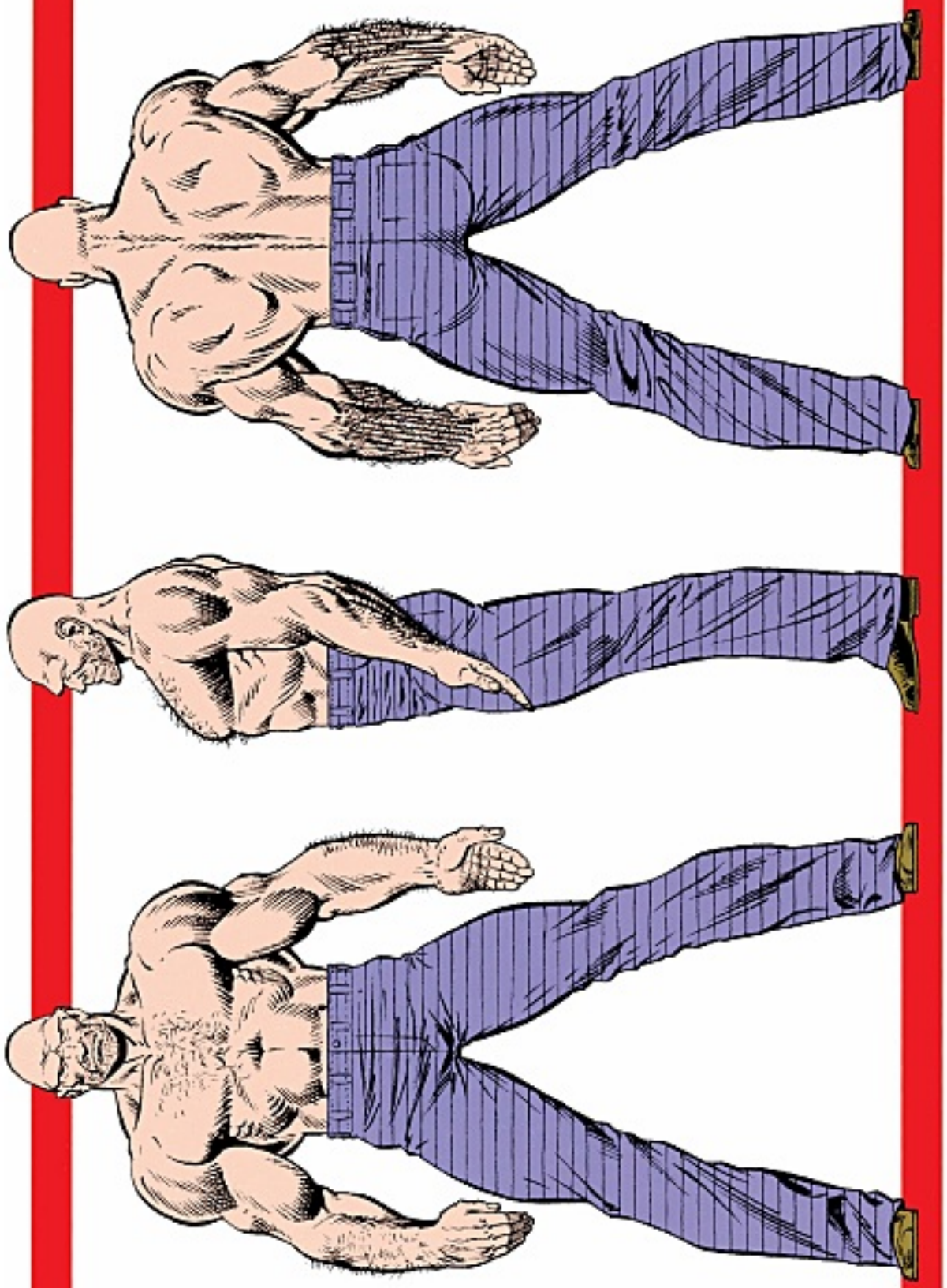
First appearance: TALES TO ASTONISH #90

Origin issue: TALES TO ASTONISH #90

Significant issues: TALES TO ASTONISH #90-91 (gained superhuman powers via Bruce Banner's gamma-ray machine; defeated by Hulk; taken by the Stranger to his laboratory world); SILVER SURFER #12 (returned to Earth by coven of witches; battled Silver Surfer; returned to Stranger's world); THOR #178 (battled Thor in attempted escape from Stranger's world); INCREDIBLE HULK #137 (recruited by Xeron the Star-Slayer, battled Hulk; fell from near-Earth orbit); INCREDIBLE HULK #159 (awakened from coma, battled Hulk as ally of General "Thunderbolt" Ross); INCREDIBLE HULK #171 (teamed with Rhino to take over Hulkbuster Base; knocked unconscious in collision with Rhino); INCREDIBLE HULK #194-196 (revived by Doc Samson and General Ross to capture Hulk, instead tricked Hulk into alliance, attempted to ransom captured Kennedy Space Center); INCREDIBLE HULK #270 (rescued by Galaxy Master, became his agent as "Ravager of Worlds", defeated by Hulk, Torgo, and Dark-Crawler, abandoned in space); INCREDIBLE HULK #287-290 (retrieved by U.S. military, revived by Modok and General Ross, forced to battle Hulk, turned against Modok and atomized by him); INCREDIBLE HULK ANNUAL #15 (atomized body merged with disembodied mind of Tyrannus in space, Tyrannus/Abomination forced Bruce Banner to cure his condition, procedure went wrong leaving Tyrannus in Abomination's body and returning Emil Blonsky to normal; defeated by Hulk); WEST COAST AVENGERS #25 (Tyrannus/Abomination defeated by Wonder Man in Hollywood); SOLO AVENGERS #12 (Tyrannus/Abomination attacked West Coast Avengers Compound in search of Wonder Man; defeated by Hawkeye); AMAZING SPIDER-MAN ANNUAL #23 (Tyrannus restored to normal by Ghaur and Llyra during Atlantean conquest; Emil Blonsky again changed to Abomination, but as mindless beast; battled Spider-Man and She-Hulk in New York); INCREDIBLE HULK #364 (having recovered mental faculties, hired to steal toxic waste from Yucca Flats research center, defeated by Hulk, doused in toxic waste)



ABSORBING MAN™



ABSORBING MAN

BIOGRAPHICAL DATA

Real name: Carl "Crusher" Creel
Other current aliases: None
Former aliases : None
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: New York City
Marital status: Single
Known relatives: None
Known confidants: Titania II
Known allies: Titania II, (former) Loki, Masters of Evil IV, They Who Wield Power
Major enemies: Thor, Hulk, Thor II, Avengers, Quasar, Odin, Spider-Man, Dazzler, Black Bolt
Usual base of operations: Mobile
Former bases of operations: New York City
Current group membership: None
Former group membership: Masters of Evil IV
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 365 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Variable
Speed: Variable
Stamina: Variable
Durability: Variable
Agility: Variable
Reflexes: Variable
Fighting skills: Excellent hand-to-hand combatant, uses streetfighting techniques
Special skills and abilities: None known
Superhuman physical powers: Ability to magically duplicate in his body at will the physical properties of anything he touches or that touches him. This power extends to both animate and inanimate objects and to various forms of energy. He retains his human sentience, mobility, and power of speech in these forms. He can also absorb specific properties relating to the form of an object: hence, he can assume the height of a skyscraper or the spikes of a mace. He can also absorb mystical properties such as those of Thor's hammer. If his body is broken or dispersed somehow while in a non-human state, the Absorbing Man can reassemble himself over a period of time and return to human form.
Superhuman mental powers: None
Special limitations: There are undefined limits to the amount of power that the

Absorbing Man can absorb. He once overloaded his powers and exploded in attempting to absorb the power of the entire planet Earth.
Source of superhuman powers: Magic

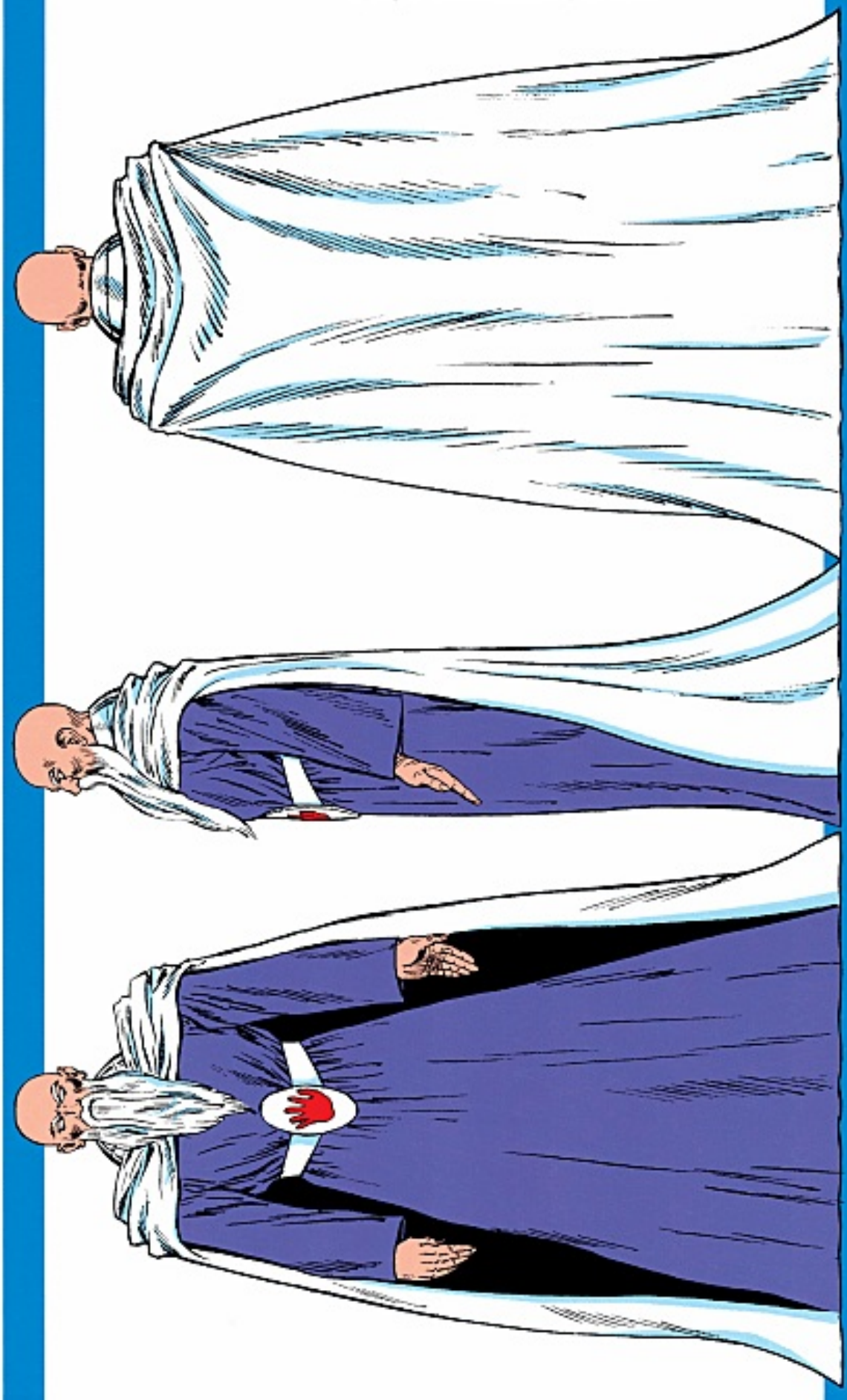
PARAPHERNALIA

Costume specifications: Ordinary fabric, which magically transform with his body while he wears them.
Personal weaponry: Prison ball and chain, which he was wearing at the time of his original transformation, which magically transforms with his body while he touches it.
Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #114
Origin issue: JOURNEY INTO MYSTERY #114
Significant issues: JOURNEY INTO MYSTERY #114-115 (given powers by Loki, first battled Thor, exploded); JOURNEY INTO MYSTERY #120-123 (restored by Loki, used by him in attempt to overthrow Odin, banished with Loki into outer space); INCREDIBLE HULK #125 (returned to Earth on spacecraft piloted by Bruce Banner, first battled Hulk, was crushed under collapsing mountain); THOR #206-207 (restored by Loki, battled Thor, turned to water and dissolved); INCREDIBLE HULK #208-209 (hired by They Who Wield Power to kill Hulk, turned to glass and smashed); AVENGERS #183-184 (attempted to abduct Sandy Herkowitz, battled Avengers, turned to water and dispersed in the sea); INCREDIBLE HULK #261 (returned to human form on Easter Island, battled Hulk); DAZZLER #18-19 (battled and defeated by Dazzler and Black Bolt); MARVEL SUPER-HEROES SECRET WARS #1-2 (transported to Beyonders battleworld, first met Titania II); AVENGERS #270, 273/AMAZING SPIDER-MAN #283/AVENGERS 275 (first appeared as a member of the Masters of Evil IV, with Titania II, joined in the Masters of Evil IV's assault on Avengers Mansion; fought Spider-Man during vain attempt to contact Mongoose for Masters of Evil IV, forced Spider-Man to let him and Titania II go free; along with Titania II, defeated by Wasp, Ant-Man II and Paladin); THOR #375-376 (battled Thor, was transported to other-dimensional limbo) INCREDIBLE HULK Vol. 2 #347-348 (returned to Earth, battled Hulk, turned to concrete and smashed by Hulk); QUASAR #5 (fought Quasar); THOR #46 (reunited with Titania II, first battled Thor II, persuaded him to let them go free)

AGAMEMNON™



AGAMEMNON

BIOGRAPHICAL DATA

Real names: Unrevealed
Other current aliases: James
Former aliases : Unrevealed
Dual identity: None; the general populace of Earth is unaware of the Agamemnon's existence.
Current occupation: Tourist
Former occupations: Leader of the Pantheon
Citizenship: Unrevealed
Legal status: None
Place of birth: Unrevealed
Marital status: Widower
Known relatives: Achilles, Ajax, Atalanta, Cassiopea, Delphi, Hector, Paris, Perseus, Prometheus, Ulysses (exact relationships are unspecified; these are members of the Pantheon, not their namesakes in Greco-Roman mythology)
Known confidants: Hulk
Known allies: The Hulk, The Pantheon
Major enemies: Leader, HYDRA, U-Foes, government of Trans-Sabal, SHIELD, United States government, X-Factor II, Dracchiss, Sword of Judgment
Usual base of operations: Mobile
Former bases of operations: The Mount, southwestern United States
Current group membership: Pantheon
Former group membership: Unrevealed, if any
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 7", (variable in hologram form)
Weight: 140 lbs.
Eyes: Brown (Blue in hologram form)
Hair: Red-brown (bald with white moustache and beard in hologram form)
Other distinguishing features: None
Note: Agamemnon has employed holograms to appear before the Pantheon and others as a very old man.)

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, but has been out of practice for several decades
Special skills: Master in analyzing and forecasting the future development of social structures; master battle strategist
Superhuman physical powers: Agamemnon has either an extremely long life span or virtual immortality; in his true form he still appears to be an adolescent.
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: Unrevealed

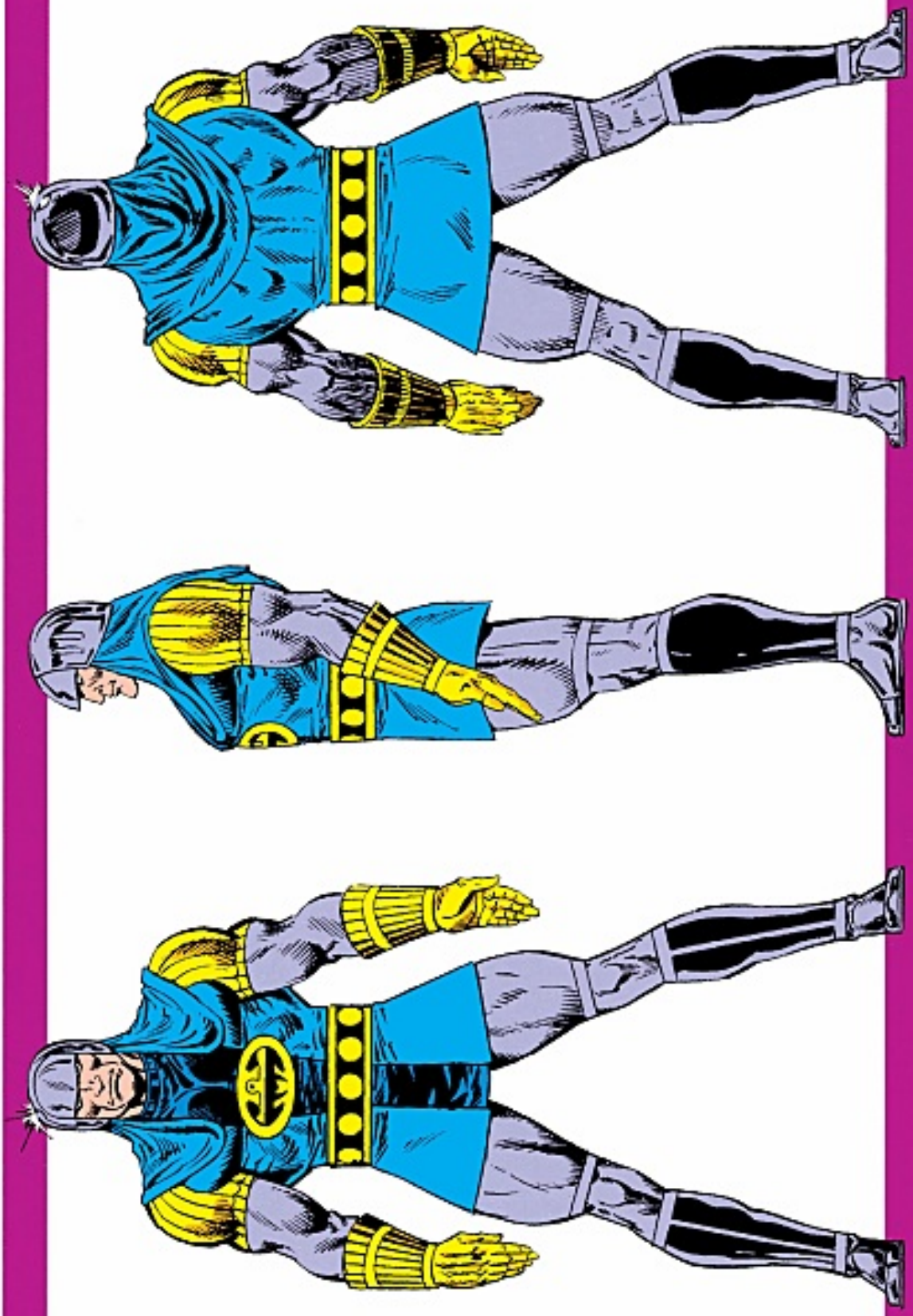
PARAPHERNALIA

Costume specifications: Conventional clothing
Personal weaponry: None
Special weaponry: None
Other accessories: Agamemnon has access to the highly advanced technology of the Pantheon
Transportation: Pantheon vehicles
Design and manufacture of paraphernalia: Pantheon scientists and craftsmen

BIBLIOGRAPHY

First appearance: (as hologram) INCREDIBLE HULK Vol. 2 #376, (actual appearance) INCREDIBLE HULK Vol. 2 #401
Origin issue: Agamemnon's origin is as yet unrevealed.
Significant issues: INCREDIBLE HULK Vol. 2 #376 (conferred with Prometheus about the Hulk); INCREDIBLE HULK Vol. 2 #381 (invited Hulk to join the Pantheon); INCREDIBLE HULK ANNUAL #17 (sent Pantheon members to save Thunderbolt II from life of crime); INCREDIBLE HULK Vol. 2 #386-387 (sent Hulk to Israel to bring Achilles and Max Meer to Pantheon, first met Rick Jones); INCREDIBLE HULK ANNUAL #18 (directed Pantheon operation against Dracchiss); INCREDIBLE HULK Vol. 2 #398-399 (sanctum invaded by Leader, pretended to ally himself with Leader against HYDRA); INCREDIBLE HULK Vol. 2 #400 (first met Betty Banner, gave Hulk permission to stop Leader); INCREDIBLE HULK Vol. 2 #401 (asked Hulk to lead Pantheon in his absence, revealed his true appearance to Hulk); INCREDIBLE HULK Vol. 2 #402 (left Pantheon to travel through America)
Note: It has not been revealed whether Agamemnon of the Pantheon is the same individual as Agamemnon I, the leader of the Greek armies in the trojan War, who appeared in THOR ANNUAL #8. Neither is to be confused with Agamemnon II (Andrei Rostov), who led the terrorist organization Sword of Judgment and appeared in MARVEL TWO-IN ONE #10.

AGINAR™



AGINAR

BIOGRAPHICAL DATA

Real name: Aginar
Other current aliases: None
Former aliases: For many years, Aginar posed as an aide to Soviet General Vulcanian (the Eternal Valkin)
Dual identity: Secret
Current occupation: Military leader of Earth's Eternals
Former occupation: Military leader of Polar Eternals; high-ranking military aide in the Soviet army
Citizenship: (as Aginar) Polaria, (as military aide) former Union of Soviet Socialist Republic
Legal status: No criminal record
Place of birth: City of Polaria, Siberia, former U.S.S.R.
Marital status: Married
Known relatives: None
Known confidants: Ikaris, Zarin, Valkin
Known allies: Valkin, Ikaris, Zarin, other Eternals of Earth
Major enemies: Deviants, Maelstrom (deceased)
Usual base of operations: Mobile in outer space with the majority of Earth's Eternals within Uni-Mind
Former bases of operations: Siberia, former U.S.S.R.
Current group membership: Eternals of Earth
Former group membership: Polar Eternals; former Soviet military
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 255 lbs.
Eyes: Grey
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Superhuman
Flight speed: Speed of sound
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, adept wrestler and boxer, master of most Eternal weaponry
Special skills and abilities: Advanced knowledge of military history, tactics, and strategies
Superhuman physical powers: Aside from the above listed attributes, Aginar has the ability to manipulate cosmic energy, granting him virtual invulnerability; the ability to project cosmic energy from eyes or hands in the form of heat, light, or concussive force
Superhuman mental powers: Total mental control over physical form, granting virtual immortality; ability to levitate himself and thereby fly at superhuman speed; low-level psychic abilities, enabling him to cast

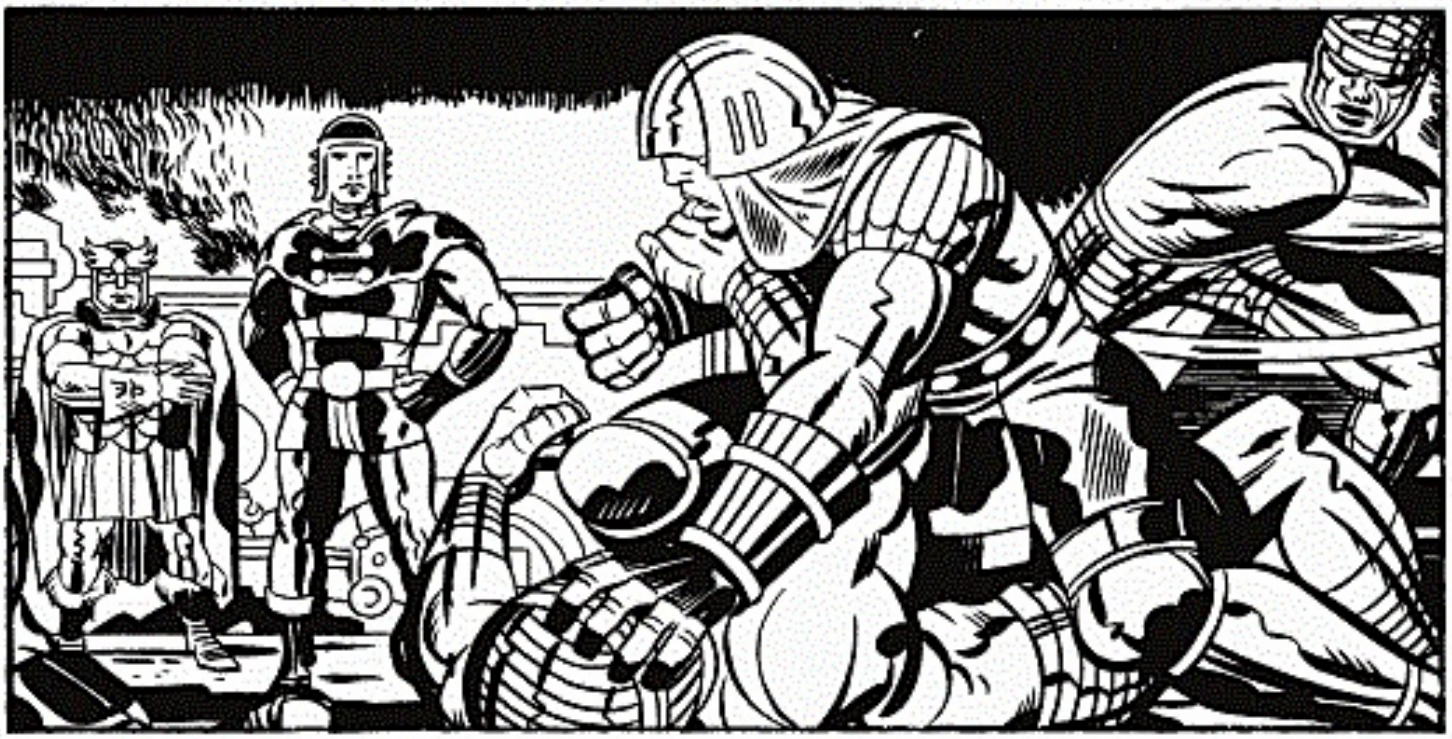
illusions disguising his appearance and to read the mind of anyone with lesser psychic ability; psionic ability to rearrange molecular structure of objects
Special limitations: None
Source of superhuman powers: Member of the race of superhumans known as the Eternals

PARAPHERNALIA

Costume specifications: Helmet and armor of unknown metals
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Self-levitation, also Soviet aircraft
Design and manufacture of paraphernalia: Polar Eternals

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #11
Origin issue: Aginar's origin is as yet unrevealed.
Significant issues: ETERNALS Vol. 1 #11 (alongside fellow Eternals Valkin, Druig, and Zarin, posed as Soviet military leaders, attempted to dissuade Soviet authorities from launching a preemptive strike against the Celestial Nezzar, went to Olympia to participate in formation of Uni-Mind); AVENGERS #248 (with most of Earth Eternals, departed for space within the Uni-Mind)



AGUILA™

AGUILA

BIOGRAPHICAL DATA

Real name: Alejandro Montoya
Other current aliases: The Eagle ("El Aguila" in English), the Master
Former aliases: None
Dual identity: Secret
Current occupation: Swashbuckler, crimefighter, businessman
Former occupation: Unrevealed
Citizenship: Presumed naturalized citizen of the United States of America
Legal status: No known criminal record, wanted by New York City police for vigilante activities
Place of birth: Madrid, Spain
Marital status: Single
Known relatives: Migdalia (cousin)
Known confidants: None
Known allies: Power Man, Iron Fist, Colleen Wing, Misty Knight, Bob Diamond
Major enemies: Sabretooth, Constrictor, Ferocia (formerly Fera), Conquistador II
Usual base of operations: New York City
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: None
Extent of education: Unrevealed, presumed college

PHYSICAL DESCRIPTION

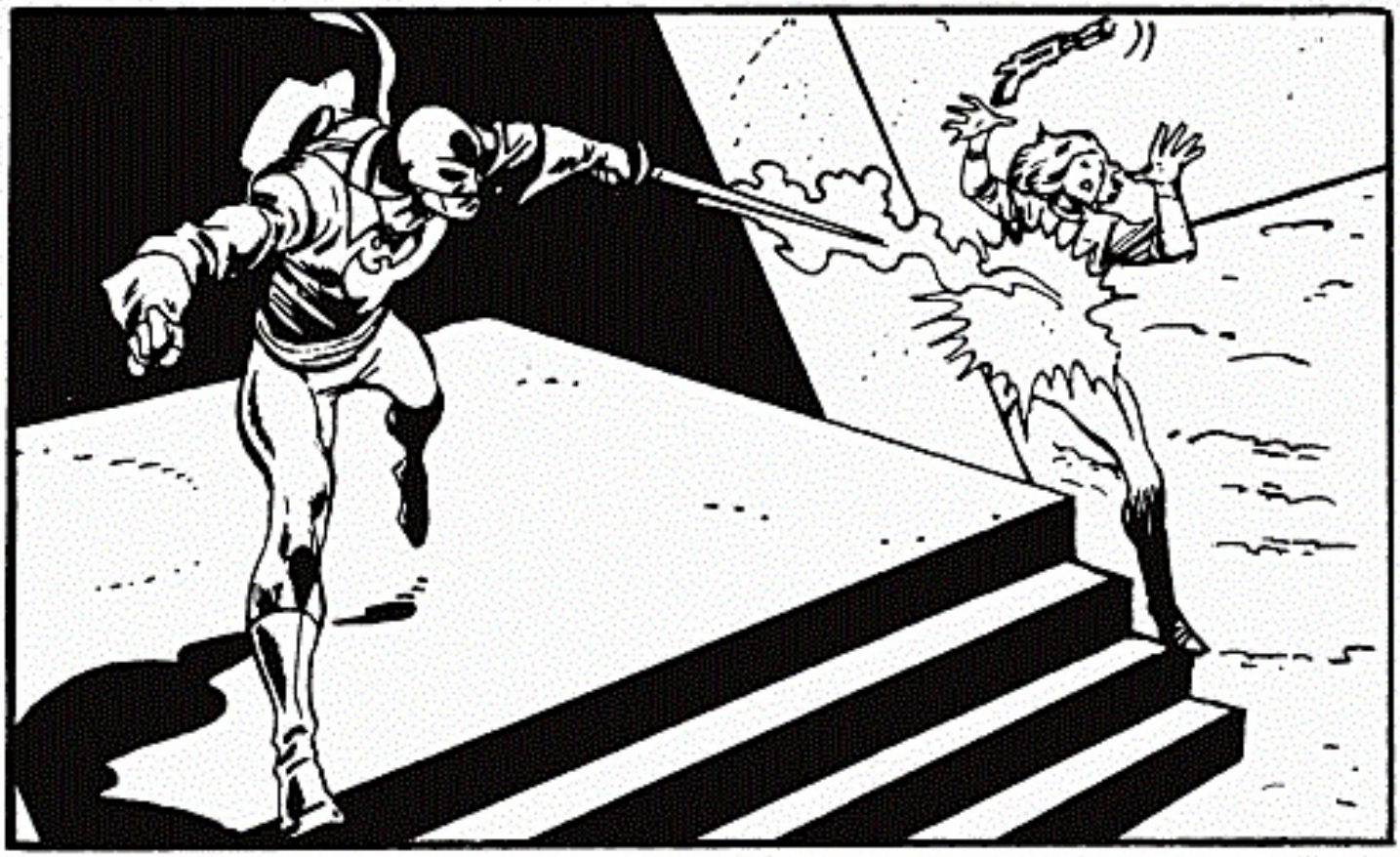
Height: 6'
Weight: 190 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extraordinary swordsmanship skills, excellent hand-to-hand combatant
Special skills and abilities: Excellent acrobat
Superhuman physical powers: Ability to to generate electrostatic charges and discharge them (up to 10,000 volts at one time, over a maximum of 30 feet at sea level)
Superhuman mental powers: None
Special limitations: Dependent on conductive metal (such as his sword) to release his bioelectric energy
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: None
Personal weaponry: Double-edged steel sword
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Unrevealed



BIBLIOGRAPHY

First appearance: POWER MAN AND IRON FIST #58

Origin issue: El Aguila's origin is as yet unrevealed

Significant issues: POWER MAN AND IRON FIST #58 (first encountered Iron Fist, Power Man, Misty Knight; launched crimefighting campaign against drug dealers, slumlords, brutal police, other wrongdoers); POWER MAN AND IRON FIST #65 (aided Power Man and Iron Fist against female assassins out to kill Jeryn Hogarth); MARVEL FANFARE #1 (battled Hawkeye); POWER MAN AND IRON FIST #78 (teamed with Power Man and Iron Fist to capture the Slasher, who was actually Sabretooth; fought the Constrictor); POWER MAN AND IRON FIST #99 (alongside Colleen Wing and Misty Knight, battled mercenaries working for Ward Meachum, fought Fera); POWER MAN AND IRON FIST #100 (aided Power Man, Iron Fist, Colleen Wing, Bob Diamond, and Rafael Scarfe in attempt to rescue Misty Knight and D.W. Griffith from captivity by Ward Meachum's mercenaries); MARVEL COMICS PRESENTS #9 (returned to Spain on request of his cousin Migdalia to save her village from mutant Conquistador)

AIM

AIM

ORGANIZATION

Full Name: Advanced Idea Mechanics
Purpose: To supply arms and technology to the world's terrorist and subversive organizations in order to foster a violent technological revolution of society while making a profit
Modus operandi: Research, development, manufacturing and sales of high technology
Extent of operations: Worldwide, various front organizations such as Targo Corporation, International Data Integration and Control, Cadenza Industries
Relationship to conventional authorities: Ongoing undercover investigation by SHIELD
Base of operations: Boca Caliente, an island republic in the Carribean
Former bases of operations: A nuclear submarine mobile in the Atlantic Ocean; the Bronx, New York; Black Mesa, Colorado; West Caldwell, New Jersey
Major funding: Unrevealed
Known enemies: Nick Fury, SHIELD, Captain America, Iron Man, the Hulk, Ms. Marvel I, Quasar
Known allies: Hydra, Serpent Society, Secret Empire, Batroc, Deathbird

MEMBERSHIP

Number of active members: 1500
Number of reserve members: 0
Organizational structure: Leadership by the seven member Board of Directors (formerly known as the Imperial Council) with rotating chairman; under them various divisions supervisors; under them, technicians and salesmen/dealers
Known officers: Alessandro Brannex (Chairman of the Board)
Known current members: None
Known former members: Count Bornag Royale, Dr. Ralph Ryder, Ramona Starr, Drake Previn, Brice Courtland, Dr. Aldo Zane, Yorgan Tykkio
Known special agents: Grizzly I, Cyborg, the Destructor, Modam
Membership requirements: Must be an adult with a Master's or PhD. in some area of science, mathematics, or business, who professes to believe in technocracy
Note: Both AIM and the Secret Empire were once branches of Hydra under the code-name Them.

HISTORY

Founder: Unrevealed (code-named Grand Imperator)
Other leaders: George Clinton (original Scientist Supreme, deceased), Modok (deceased), Maxwell Mordius (deceased), Bernard Worrell, Valdemar Tykkio
Previous purpose or goals: The takeover of all governments of the world
Major campaigns or accomplishments: The creation of the Cosmic Cube, the Super-Adaptoid, Modok, various cyborgs, robots, and androids
Major setbacks: Loss of the Cosmic Cube and the Super-Adaptoid, great

expenditures caused by renegade activities of former leader Modok

TECHNOLOGY AND PARAPHERNALIA

Level of technology: As highly advanced as any on Earth

Transportation: Various, including submarines, hovercraft, jets, etc.

Standard uniforms: The Board of Directors wear yellow three piece business suits. Technical supervisors wear yellow jumpsuits, skull-caps, and goggles. The technical staff wear yellow radiation-suits and cylindrical helmets.

Standard weaponry: Since AIM's redirection as an exotic arms dealer, AIM members are not issued standard weaponry. They have access to whatever exotic weaponry they are manufacturing or have in their warehouse.

Standard accessories: Unrevealed

BIBLIOGRAPHY

First appearance: STRANGE TALES #146

Origin issue: The origin of AIM has yet to be revealed.

Significant issues: STRANGE TALES #146 (android factory in Florida swamp raided by SHIELD, Count Royale in weapons deal negotiation with SHIELD); STRANGE TALES #147 (raided SHIELD's New York City headquarters); STRANGE TALES #148 (raided SHIELD LMD plant); STRANGE TALES #149 (Royale discredited, headquarters destroyed); TALES OF SUSPENSE #75-76 (employed Batroc to recover explosive compound Inferno 42); TALES OF SUSPENSE #78 (dispatched chemical android against Nick Fury and Captain America); TALES OF SUSPENSE #93-94 (creation of Modok revealed); CAPTAIN AMERICA #124 (dispatched the Cyborg against Captain America); CAPTAIN AMERICA #133 (Modok's origin revealed); IRON MAN AND SUB-MARINER #1 (skirmish with Big M and the Maggia); IRON MAN #1 (captured Iron Man in attempt to replicate his armor); HULK #167-168 (transformed Betty Ross into gamma-irradiated Harpy); MS. MARVEL #2 (dispatched the Destructor to capture Ms. Marvel I); MS. MARVEL #7-10 (first battle between Blue and Yellow factions of AIM, Deathbird employed as AIM operative); MARVEL TWO-IN-ONE #81-82 (captured Thing and Namor in test of Virus X); CAPTAIN AMERICA ANNUAL #7 (Blue faction of AIM attempted to recapture Cosmic Cube); HULK #289 (second battle between rival factions of AIM); HULK #290 (transformed SHIELD scientist Dr. Katherine Waynesboro into Ms. Modok); CAPTAIN AMERICA #313 (Modok killed by Serpent Society at AIM's behest); IRON MAN #201 (unauthorized jet attack on the West Coast Avengers Compound); IRON MAN #207-208 (takeover of Boca Caliente); IRON MAN #215 (unleashed microbe aboard Stark space satellite); QUASAR #1 (sent agent to confiscate the quantum-bands given to Quasar); SOLO AVENGERS #14-16 (creation of Sodam revealed); QUASAR #8 (reorganization as technology supplier revealed, Sodam revamped as Modam)

AIR-WALKER™

AIR-WALKER

BIOGRAPHICAL DATA

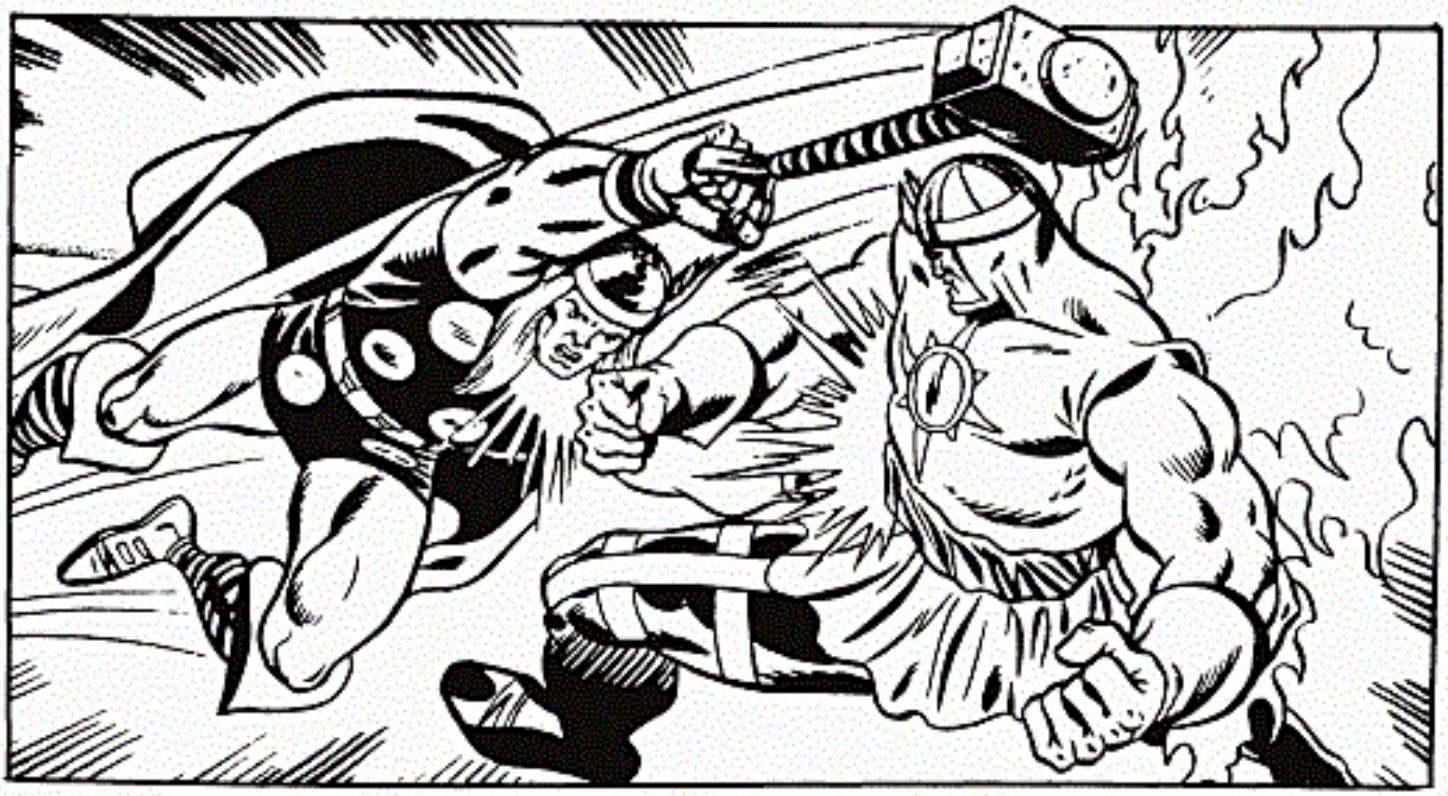
Real name: Gabriel Lan
Aliases at time of death: None
Former aliases : None
Dual identity: None
Occupation at time of death: Herald of Galactus
Former occupation: Captain of Xandarian starship
Citizenship: Planet Xandar
Legal status: No criminal record
Place of birth: Planet Xandar in the Tranta system, Andromeda galaxy
Place of death: Interstellar space, between Sekar and Janstak systems
Cause of death: Slain by energy weapons of the alien Ovoids
Marital status: Single
Known relatives: None
Known confidants: Pyreus Kril (Firelord)
Known allies: Galactus
Major enemies: The Ovoids, Fantastic Four, Thor
Base of operations at time of death: Mobile throughout the known universe
Former base of operations: Planet Xandar
Group membership at time of death: None
Former group membership: Xandarian Nova Corps
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: Unrevealed
Eyes: Black
Hair: Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 100
Flight speed: Warp speed
Stamina: Godlike
Durability: Godlike
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Xandarian Nova Corps training
Special skills and abilities: Familiarity with advanced alien technology; interstellar navigation
Superhuman physical powers: The ability to manipulate cosmic energy and convert it for a variety of uses, including the above listed attributes, as well as projection of heat, concussive force, magnetism, electricity, molecular re-arrangement and anti-gravity. Plus, the ability to survive the rigors of the vacuum of space indefinitely, as well as traverse hyperspace unaided.
Note: The Air-Walker robot replicated all of the original's powers to approximate levels.
Superhuman mental powers: "Cosmic awareness," in this case, the ability to sense various energy signatures throughout space
Special limitations: None



Source of superhuman powers: Infusion of cosmic energy and cellular restructuring by the world-devourer Galactus

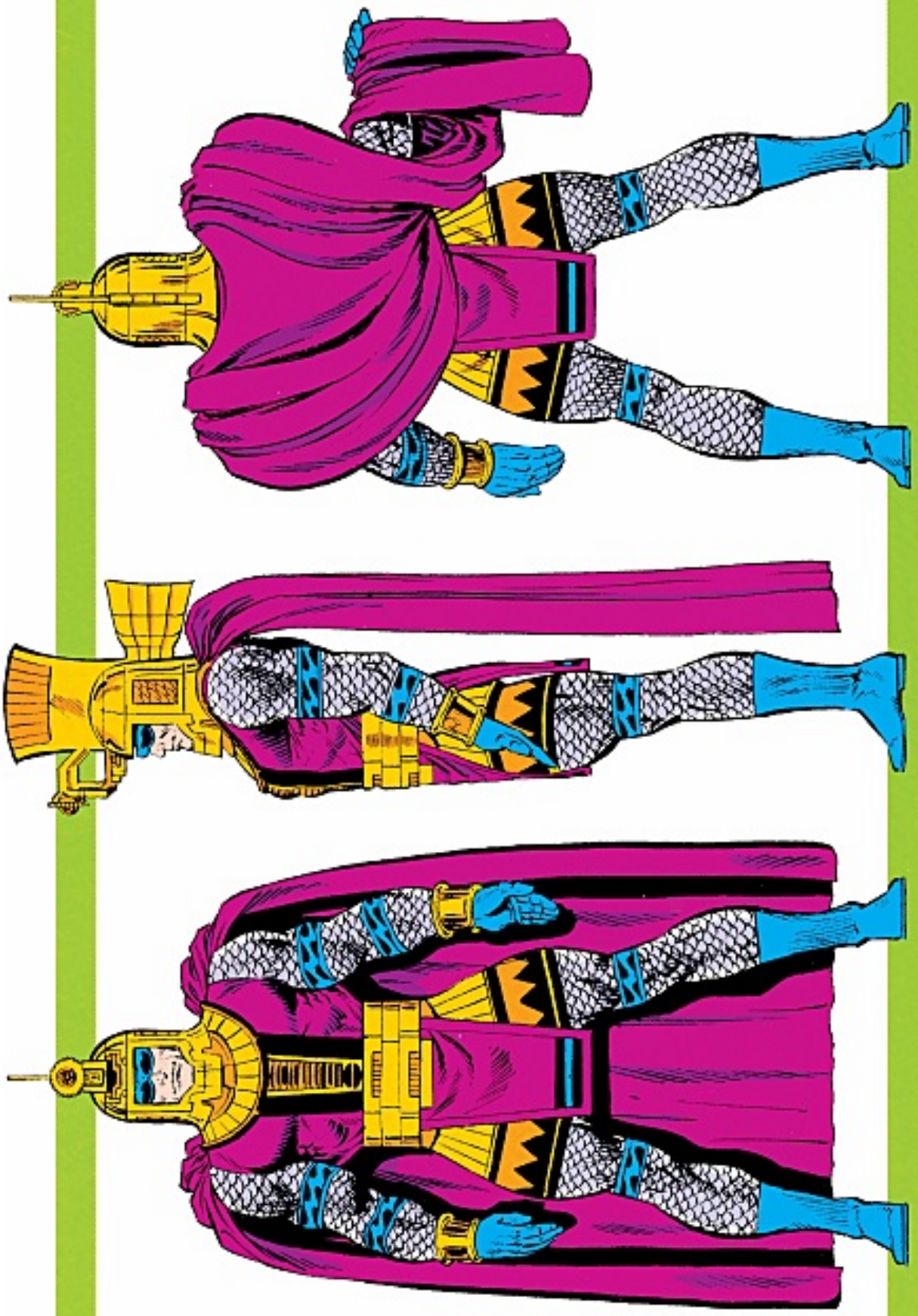
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Hyperspatial travel under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (robot form) FANTASTIC FOUR #120, (real form) THOR #306
Origin issue: THOR #306
Significant issues: FANTASTIC FOUR #120 (robot first appeared on Earth to announce second coming of Galactus, battled Fantastic Four); FANTASTIC FOUR #121 (revealed to robot, battled Silver Surfer, destroyed); CAPTAIN AMERICA #249 (robot revealed to be in custody of Machinesmith); THOR #305 (robot completed self-repair, believing self to be original, sought Silver Surfer, battled and broken by Thor); THOR #306 (relationship between Air-Walker and Firelord revealed, circumstances of death and robotization revealed, robotic remains confiscated, buried on asteroid in Xandar star system)

AJAK™



AJAK

BIOGRAPHICAL DATA

Real name: Ajak
Other current aliases: None
Former aliases: Tecumotzin, Lord of Flight
Dual identity: None; the general populace of Earth is unaware of Ajak's existence
Current occupation: Unknown, possibly inapplicable
Former occupation: Archaeologist, servant of the Celestials
Citizenship: Polaria
Legal status: No criminal record
Place of birth: City of Polaria, Siberia, U.S.S.R.
Marital status: Unrevealed, currently single
Known relatives: None
Known confidants: Doctor Daniel Damien
Known allies: Eternals of Earth
Major enemies: Deviants, Dromedan, Tutinax, World-Worm
Usual base of operations: Mobile in outer space within Uni-Mind
Former bases of operations: Polaria, Siberia, USSR
Current group membership: Eternals of Earth now traveling in outer space within Uni-Mind
Former group membership: Polar Eternals
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 220 lbs.
Eyes: Grey
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Flight speed: Speed of sound
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, highly adept at wrestling
Special skills and abilities: Advanced knowledge of archaeology
Superhuman physical powers: Besides his physical attributes listed above, Ajak possesses the ability to manipulate cosmic energy to augment his life force, granting him great longevity and regenerative abilities, the projection of cosmic energy from eyes or hands in the form of heat, light, or concussive force, and possibly other powers
Superhuman mental powers: Total mental control over physical form, granting virtual immortality; ability to levitate himself and thereby fly at superhuman speed; psionic ability to rearrange molecular structure of objects
Special limitations: None

Source of superhuman powers: Member of the race of superhumans known as the Eternals

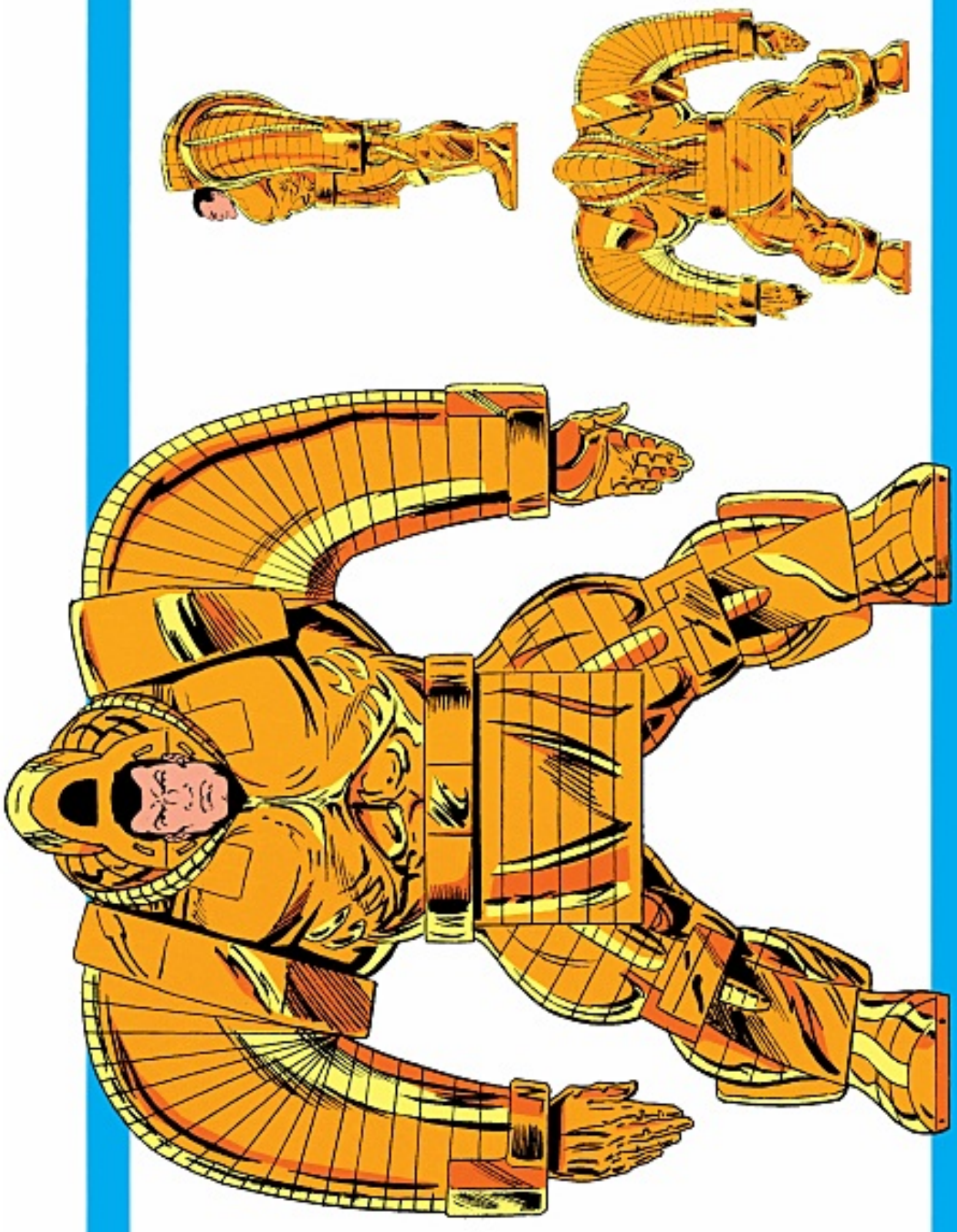
PARAPHERNALIA

Costume specifications: Helmet and armor made of unknown metals
Personal weaponry: None

BIBLIOGRAPHY

Special weaponry: None
Other accessories: None
Transportation: Self-levitation
Design and manufacture of paraphernalia: Polar Eternals
First appearance: ETERNALS Vol. 1 #2
Origin issue: Ajak's origin is as yet unrevealed.
Significant issues: ETERNALS Vol. 1 #2 (returned to life from "resurrection crypt" by Ikaris, presided over preparations for arrival of Fourth Celestial Host); ETERNALS Vol. 1 #3 (sealed with Doctor Damien behind force barrier surrounding site of Fourth Host's arrival); ETERNALS Vol. 1 #7 (attacked by SHIELD agents, who he then converted to stored atoms); ETERNALS Vol. 1 #12 (battled Inca wrestler); THOR ANNUAL #7 (revealed how Ajak was present in Peru for coming of Third Celestial Host); THOR #284 (again met Thor at Fourth Host site in Peru); AVENGERS #248 (joined in formation of Eternals' Uni-Mind that left for outer space)

AJAX™



AJAX

BIOGRAPHICAL DATA

Real names: Unrevealed
Other current aliases: None
Former aliases : Unrevealed
Dual identity: None; the general populace of Earth is unaware of Ajax's existence.
Current occupation: Operative of the Pantheon
Former occupations: None known
Citizenship: United States of America
Legal status: No known criminal record
Place of birth: Texas
Marital status: Single
Known relatives: Achilles II, Agamemnon III, Atalanta, Cassiopea, Delphi, Hector II, Paris, Perseus, Prometheus II, Ulysses III (exact relationships are unspecified; these are members of the Pantheon, not their namesakes in Greco-Roman mythology)
Known confidants: Agamemnon III, Hulk (formerly) Atalanta
Known allies: The Hulk, The Pantheon
Major enemies: U-Foes, Drachiss, Paris, People's Protectorate, (formerly) Hulk, X-Factor II, government of Trans-Sabal, SHIELD, United States government
Usual base of operations: The Mount, southwestern United States
Former bases of operations: None known
Current group membership: The Pantheon
Former group membership: Unrevealed, if any
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7 1/2', (in battlesuit) 8'
Weight: Unrevealed
Eyes: Blue
Hair: Brown
Other distinguishing features: Disproportionate parts of body

POWERS AND ABILITIES

Intelligence: Below normal
Strength: Superhuman Class 100 (at peak)
Speed: Athlete
Stamina: Superhuman
Durability: Superhuman
Agility: Below normal
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant
Special skills: None
Superhuman physical powers: Ajax possesses vast superhuman strength that increases as his anger builds. Like other members of the Pantheon (other than the Hulk), Ajax has a fast healing ability and an extended life span
Superhuman mental powers: None
Special limitations: Ajax's legs and spine would collapse under his tremendous weight if not for the support given him by his battlesuit. He has poor vision.
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: An armored battlesuit that supports his enormous weight
Personal weaponry: None
Special weaponry: None
Other accessories: Ajax has access to the highly advanced technology of the Pantheon
Transportation: Pantheon vehicles
Design and manufacture of paraphernalia: Pantheon scientists and craftsmen

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK Vol. 2 #379
Origin issue: Ajax's origin is as yet unrevealed.
Significant issues: INCREDIBLE HULK Vol. 2 #379 (first encountered and fought the Hulk); INCREDIBLE HULK Vol. 2 #381 (accompanied Pantheon in bringing captive Hulk into the Mount, was defeated by Hulk); INCREDIBLE HULK Vol. 2 #382 (attacked Hulk again, was reconciled with Hulk by Atalanta); INCREDIBLE HULK Vol. 2 #385 (alongside Atalanta fought rioters in New York City); INCREDIBLE HULK Vol. 2 #391-392/X-FACTOR #76 (alongside Hulk and Pantheon, battled SHIELD and Farnoq Dahn's forces in Trans-Sabal war); INCREDIBLE HULK Vol. 2 #393 (alongside Hulk and Pantheon, battled People's Protectorate); INCREDIBLE HULK Vol. 2 #395 (visited invalid Atalanta); INCREDIBLE HULK ANNUAL #18 (alongside Pantheon battled Dracchiss); INCREDIBLE HULK Vol. 2 #397 (was badly burned by the U-Foes); INCREDIBLE HULK Vol. 2 #400 (first met Betty Banner, gave Hulk permission to stop Leader); INCREDIBLE HULK Vol. 2 #405 (discovered Atalanta and Achilles making love, went into jealous rage, fought Achilles and Hulk, unsuccessfully tried to kill himself, was calmed by Hulk)
Note: Ajax is named after Ajax, the Greek warrior who fought in the Trojan War.

ANACONDA™

ANACONDA

BIOGRAPHICAL DATA

Real name: Blanche "Blondie" Sltznski
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: Steelworker
Citizenship: United States of America
Legal status: Criminal record in America
Place of birth: Pittsburgh, Pennsylvania
Marital status: Single
Known relatives: None
Known confidants: Puff Adder, Rattler
Known allies: The Serpent Society
Major enemies: Captain America, Constrictor, Sidewinder
Usual base of operations: Serpent Society headquarters, New York City
Former bases of operations: Pittsburgh, Pennsylvania
Current group membership: The Serpent Society
Former group membership: The second Serpent Squad (Anaconda, Black Mamba, Death Adder, Sidewinder)
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

Height: 6'2"
Weight: 222 lbs.
Eyes: Green
Hair: Blonde
Other distinguishing features: Anaconda has tiny scales on her face, neck, chest, and back, and small fins on her lower cheeks.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Athlete
Water speed: Enhanced human
Stamina: Enhanced human
Durability: Superhuman regenerative
Agility: Enhanced human
Reflexes: Peak human
Fighting skills: Streetfighting techniques accommodating her elongating arms
Special skills and abilities: None
Superhuman physical powers: Anaconda possesses the ability to stretch her limbs to about one and a half times their customary lengths. When elongated, her arms swell with blood, giving them the appearance of unarticulated snakes. Once Anaconda has fully constricted her four limbs about a human-sized opponent, few human beings possess sufficient strength to break free. Anaconda can also breathe underwater as well as in air, using the gills on her neck.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Bioengineering by Roxxon Oil Company's Mutagenics Division. The bones of her arms and legs have been laced with Adamantium. She was given gills and modified lungs for extracting oxygen from water.

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PARAPHERNALIA

Costume specifications: Synthetic stretch fabric interwoven with unstable molecules
Personal weaponry: None
Special weaponry: None
Other accessories: Like all Serpent Society members, she wears a subcutaneous homing device implanted in the base of her skull, enabling headquarters to know where she is at all times.
Transportation: Serpent Saucer
Design and manufacture of paraphernalia: Her costume was manufactured by Roxxon, the Serpent Saucer by AIM.

BIBLIOGRAPHY

First appearance: (cameo) MARVEL TWO-IN-ONE #64, (full) MARVEL TWO-IN-ONE #65
Origin issue: Anaconda's origin has yet to be depicted.
Significant issues: MARVEL TWO-IN-ONE #65 (assigned to retrieve the Serpent Crown, battled Thing and Stingray); IRON MAN #160 (battled Iron Man); CAPTAIN AMERICA #308 (offered membership in the Serpent Society by Sidewinder); CAPTAIN AMERICA #318 (participated in the hunting and assassination of Modok); CAPTAIN AMERICA #342 (sided with Viper in her takeover of the Serpent Society, battled D-Man); X-MEN ANNUAL #13 (battled Colossus); CAPTAIN AMERICA #370 (aided Diamondback on her date with Steve Rogers); CAPTAIN AMERICA #380 (served as bailiff in the trial of Diamondback); CAPTAIN AMERICA #381 (battled Captain America);

ANALYZER™

ANALYZER

BIOGRAPHICAL DATA

Real name: Analyzer
Other current aliases: None
Former aliases: Recorder #211, Memorax
Dual identity: None, the general populace of Earth is unaware of the Analyzer's existence.
Current occupation: Servant of the High Evolutionary
Former occupation: Recorder serving the Rigellians
Citizenship: Inapplicable
Legal status: Property of the Colonizers of Rigel, stolen by the High Evolutionary
Place of creation: Rigel-3
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Thor I, Uatu the Watcher
Known allies: Thor I, Hercules, High Evolutionary, Balder, Sif, (former) Rigellians
Major enemies: None
Usual base of operations: The starship *The Destiny Hunt*
Former bases of operations: Rigel-3 (destroyed), Rigellians' "Command Planet" (destroyed), the High Evolutionary's starship *New Wundagore*
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: (as recorder) 6', (as Analyzer) 8'
Weight: (as recorder) 275 lbs., (as Analyzer) 1225 lbs.
Eyes: White, no visible pupils
Hair: None
Other distinguishing features: As a Recorder it was a humanoid-shaped android. As the Analyzer the upper half of its body is still humanoid, but the lower half is a rectangular mobile computer console.

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: None, Analyzer is not programmed for combat
Special skills and abilities: Extraordinary ability to gather and analyze information
Superhuman physical powers: Aside from the above listed attributes, Analyzer is designed to gather and analyze information on planetary environments and their inhabitants. Its computer data processing system filled its entire chest cavity when it was the Recorder; the lower portion of the Analyzer's body contains additional computer networks. The Analyzer is equipped with an enormous array of advanced, miniaturized sensor systems, which are known as "sensitizers" and "derma-circuits", and are primarily located in its head components.

The Analyzer's eyes take in data across the entire electromagnetic spectrum. The ears can register sounds from .3 to .150 decibels. The Analyzer can levitate itself and even fly due to its anti-gravity devices.
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Construction by Rigellian scientists with modifications made by the High Evolutionary

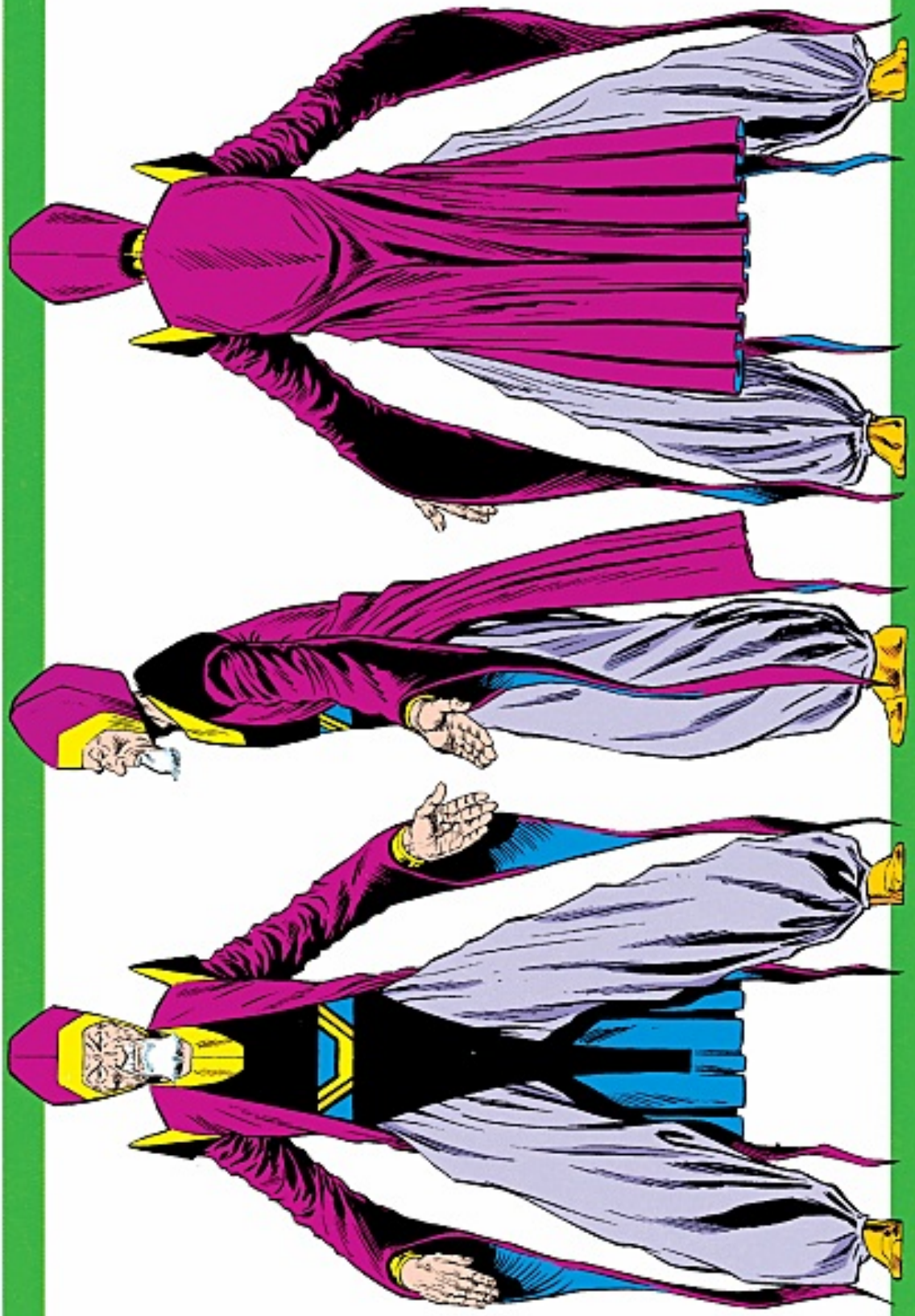
PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power; for interstellar travel, the starship *The Destiny Hunt*
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (as Recorder) THOR #132, (as Analyzer) THOR #422
Origin issue: Analyzer's origin is as yet unrevealed.
Significant issues: THOR #132-134 (first met Thor, journeyed with him to Black Galaxy, witnessed his first battled against Ego the Living Planet); THOR #160-162 (accompanied Thor during war between Ego and Galactus); WARLOCK Vol. 1 #8 (recorded one of Adam Warlock's exploits on Counter-Earth); THOR #256-267 (accompanied Thor during latter's quest in outer space to find Odin and his return to Asgard); IRON MAN #112 (observed Iron Man's encounter with Rigellians); UNCANNY X-MEN #137 (with Uatu the Watcher, observed suicide of Phoenix II); THOR #407 (sent by Rigellians to Black Galaxy to witness detonation of null-bomb, was reunited there with Thor, Recorder's body below the waist was destroyed, was repaired by Celestials, witnessed Thor's rescue of Hercules and High Evolutionary); THOR #419 (sent back to Black Galaxy by Rigellians, was captured there by High Evolutionary); THOR #422-425 (was reprogrammed and reconstructed as Analyzer by the High Evolutionary, was reunited with Thor and Hercules, witnessed birth of a new Celestial in the Black Galaxy, suffered informational overload and shut himself down, Count Tagar vowed to restore him to his original form and programming); THOR #449-450 (still in Analyzer form, wired by High Evolutionary to the newborn Celestial standing upon Ego, was rescued by Sif and Balder from destruction by Super-Ego)
Note: The Rigellians have constructed approximately 500 identical Recorders. As far as is known, only Recorder #211 has been converted into an Analyzer. Another Recorder, #417, accompanied Hercules in his exploits in the 22nd Century in an alternate future timeline and first appeared in HERCULES Vol. 1 #1.

ANCIENT ONE™



ANCIENT ONE

BIOGRAPHICAL DATA

Real name: Unrevealed
Aliases at time of death: None
Former aliases: The Master, High Lama
Dual identity: None; the Ancient One's existence is unknown to the general populace of present-day Earth
Occupation at time of death: Sorcerer supreme of the Earth dimension
Former occupation: Farmer, student of the occult, master of the mystic arts
Citizenship: Tibet
Legal status: No criminal record
Place of birth: Kamar-Taj, Tibet
Place of death: The Crypts of Kaa-U, Tibet
Cause of death: Prompted his disciple, Dr. Strange, to destroy that portion of his mind which constituted his ego or sense of self, thus ending his corporeal existence, allowing his spirit to become one with the universe, i.e. one with Eternity
Marital status: Single
Known relatives: None
Known confidants: Doctor Strange, Hamir the Hermit
Known allies: Doctor Strange, Rama Kaliph, Lord Phyffe (deceased), the Aged Genghis, Eternity, the Vishanti
Major enemies: Kaluu, Mr. Jip, Xorak, Baron Mordo, Dormammu, Umar, Zom, Shuma-Gorath, the Creators
Base of operations at time of death: A palace in the Himalayan mountains
Former bases of operations: Mobile
Group membership at time of death: An unnamed order of sorcerers whose elder members are known as the Ancient Ones
Former group membership: None
Extent of education: Studied sorcery, first alongside Kaluu, then with an unnamed order of sorcerors, then independently, eventually exceeding the skills of his teachers

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 160 lbs.
Eyes: Brown
Hair: Bald with white beard
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Below normal
Speed: Below normal
Stamina: Below normal
Durability: Below normal
Agility: Below normal
Reflexes: Below normal
Fighting skills: In his prime, the Ancient One was a master of the martial arts. For many years prior to his death, his advanced age (he lived to be more than 500 years old) impaired his abilities to the point where he could no longer engage in physical combat.
Special skills and abilities: Vast

knowledge of magical lore
Superhuman physical powers: Ability to manipulate magical forces for a vast number of effects, the tapping of extradimensional energy by invoking entities or objects of power existing in dimensions tangential to Earth's through the recitation of spells
Superhuman mental powers: See above
Special limitations: In his extreme old age, the Ancient One's physical abilities were greatly impaired.
Note: The above statistics apply to the Ancient One's corporeal form at the time of his death, not to his abilities in his prime, or to his abilities after becoming one with Eternity, which are unknown.
Source of superhuman powers: Manipulation of the forces of magic

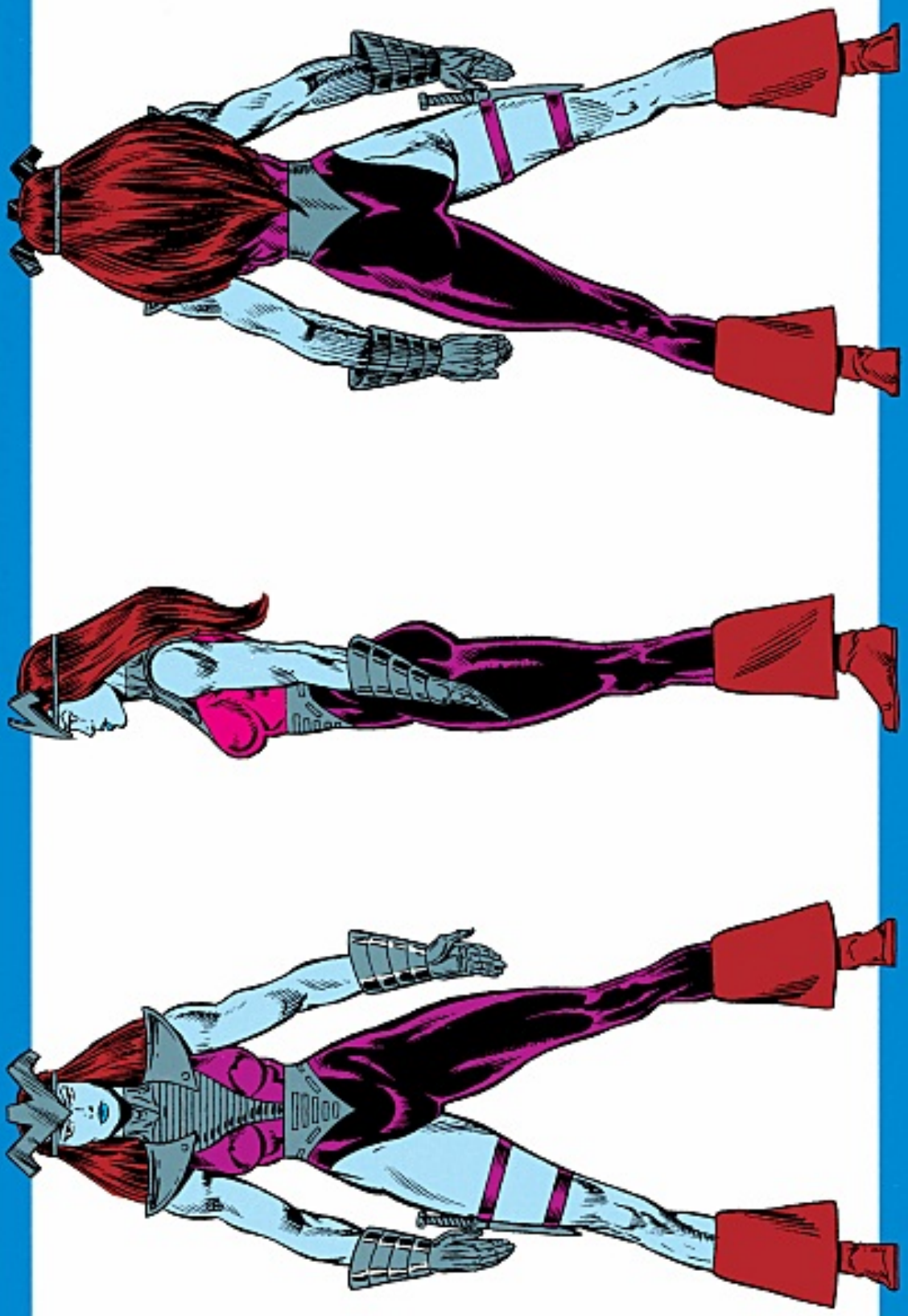
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: None
Special weaponry: None
Other accessories: The Book of the Vishanti, the Orb, Amulet, and Eye of Agamotto, and various mystical objects and devices gathered throughout his lifetime, all now property of Doctor Strange
Transportation: Astral projection, levitation, interdimensional teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #111
Origin issue: STRANGE TALES Vol. 1 #148
Significant issues: STRANGE TALES Vol. 1 #111 (in his youth, studied the mystic arts alongside Kaluu; stopped Kaluu's attempt to use sorcery for conquest, inadvertently destroying Kamar-Taj); STRANGE TALES Vol. 3 #11 (took the future Mr. Jip as his pupil, banished Jip from his service after Jip turned to black magic); X-MEN Vol. 1 #133 (in his youth, discovered temple of Cytorrak in Korea); AVENGERS SPOTLIGHT #37 (posed as the High Lama, tested his ability to pass on his powers to a successor by granting powers to Dr. Anthony Druid); STRANGE TALES Vol. 1 #115 (took Dr. Stephen Strange as his disciple); MARVEL PREMIERE #8-10 (trapped Shuma-Gorath within his own mind by having Dr. Strange end his corporeal existence, became one with Eternity); DR. STRANGE Vol. 2 #12-13 (manifested himself as an avatar of Eternity, intervened in struggle between Dr. Strange and Eternity); DR. STRANGE Vol. 2 #26-28 (regained corporeal form when the Creators caused the universe to reject him, resumed oneness with the universe upon Dr. Strange's defeat of the creators)

ANDROMEDA™



ANDROMEDA

BIOGRAPHICAL DATA

Real name: Andromeda
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Warrior
Former occupation: Unrevealed
Citizenship: Kingdom of Atlantis
Legal status: No criminal record
Place of birth: Atlantis
Marital status: Single
Known relatives: Attuma (father)
Known confidants: None
Known allies: Dragon Circle (Interloper, Manslaughter, Valkyrie, Daffyd ap Iowerth)
Major enemies: Hotspur, Star-Thief, Dragon of the Moon
Usual base of operations: Mobile throughout the Atlantic Ocean
Former bases of operations: Unrevealed
Current group membership: An informal band of Atlantean rebels
Former group membership: Defenders, Dragon Circle
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 180 lbs.
Eyes: Green
Hair: Auburn
Other distinguishing features: Like all members of her race, *Homo Mermanus*, Andromeda has blue skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Water speed: Superhuman
Stamina: (in water) Superhuman, (on land) Athlete
Durability: Superhuman
Agility: (in water) Enhanced human, (on land) Athlete
Reflexes: (in water) Enhanced human, (on land) Athlete
Fighting skills: Atlantean warrior training
Special skills and abilities: Extensive knowledge of biochemistry
Superhuman physical powers: The conventional attributes of *Homo Mermanus*: gills which give her the ability to survive underwater for indefinite periods, superhumanly strong physiology which allows her to withstand freezing temperatures, and specially developed vision which gives her the ability to see clearly in the murky depths of the ocean. Andromeda's strength and speed are above average for Atlanteans.
Superhuman mental powers: None
Special limitations: Like all members of *Homo Mermanus*, Andromeda cannot survive out of water for more than 10 minutes.
Source of superhuman powers: Member of the evolutionary offshoot of the human race called *Homo Mermanus*

PARAPHERNALIA

Costume specifications: Atlantean materials
Personal weaponry: Short sword; Atlantean combat trident, 8" dagger
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Unrevealed Atlantean manufacturers

BIBLIOGRAPHY

First appearance: DEFENDERS #143
Origin issue: DEFENDERS #149 (partial)
Significant issues: DEFENDERS #143 (posed as surface woman under name of Andrea McPhee); DEFENDERS #146-147 (revealed as Atlantean; joined with Defenders against Hotspur); DEFENDERS #149 (portions of background revealed); DEFENDERS #150 (traveled to outer space with Defenders, battled Star-Thief II); DEFENDERS #151 (battled Manslaughter); DEFENDERS #152 (aided Defenders and Interloper in battle against Moondragon and Dragon of the Moon; joined life force with Manslaughter, Valkyrie, and Interloper to drive Dragon of the Moon from Earth, body turned to stone); DOCTOR STRANGE Vol. 3 #3-4 (with others, took on host bodies of living persons, assisted Dragon Circle and Doctor Strange in battling and crushing the Dragon of the Moon); X-FACTOR ANNUAL #4 (led rebel forces against Attuma, bested by Attuma in personal combat, taken unconscious by Ghaur as one of seven "brides" of Set); AVENGERS WEST COAST ANNUAL #4 (under Ghaur's domination, accompanied She-Hulk to acquire a piece of the serpent god Set's life force); FANTASTIC FOUR ANNUAL #22 (freed along with other "brides" of Set by Fantastic Four and Avengers)

ANNIHILUS™

ANNIHILUS

BIOGRAPHICAL DATA

Real name: Annihilus
Other current aliases: Lord of the Negative Zone, the Living Death That Walks
Former aliases: None
Dual identity: None; his existence is not known to the general populace of Earth
Current occupation: Conqueror, destroyer of life
Former occupation: Unknown
Citizenship: The planet Arthros, in Sector 17A of the Negative Zone (as charted by Reed Richards)
Legal status: Ruler of planet Arthros and other worlds in Sector 17A of the Negative Zone
Place of birth: Arthros
Marital status: Single, perhaps inapplicable
Known relatives: None
Known confidants: None
Known allies: (former) Janus the Nega-Man (deceased), Blastaar, the Super-Adaptoid
Major enemies: The Fantastic Four, the Avengers, the Scavenger, Thor I, Odin, Thor II
Usual base of operations: Sector 17A of the Negative Zone
Former bases of operations: None
Current group membership: None
Former group membership: Former partner of Blastaar
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 200 lbs.
Eyes: Green
Hair: None
Other distinguishing features: Insectoid body possessing a natural green carapace and large bat-like wings

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 50
Speed: Superhuman
Flight speed: Natural winged flight
Stamina: Superhuman
Durability: Metahuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant but relies on his cosmic control rod in battle
Special skills and abilities: Mastery of advanced Tyannan technology
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Annihilus is an insectoid being born of a bioengineered spore created by the alien Tyannans, which accounts for his physical powers. His great intelligence is a product of genetic mutation.
Note: One account appears to portray Annihilus as a colony of small insect-like beings inhabiting the Annihilus costume. This colony was not the true Annihilus,

but was placed in the costume by the real Annihilus in order to attack an enemy on a particular occasion.

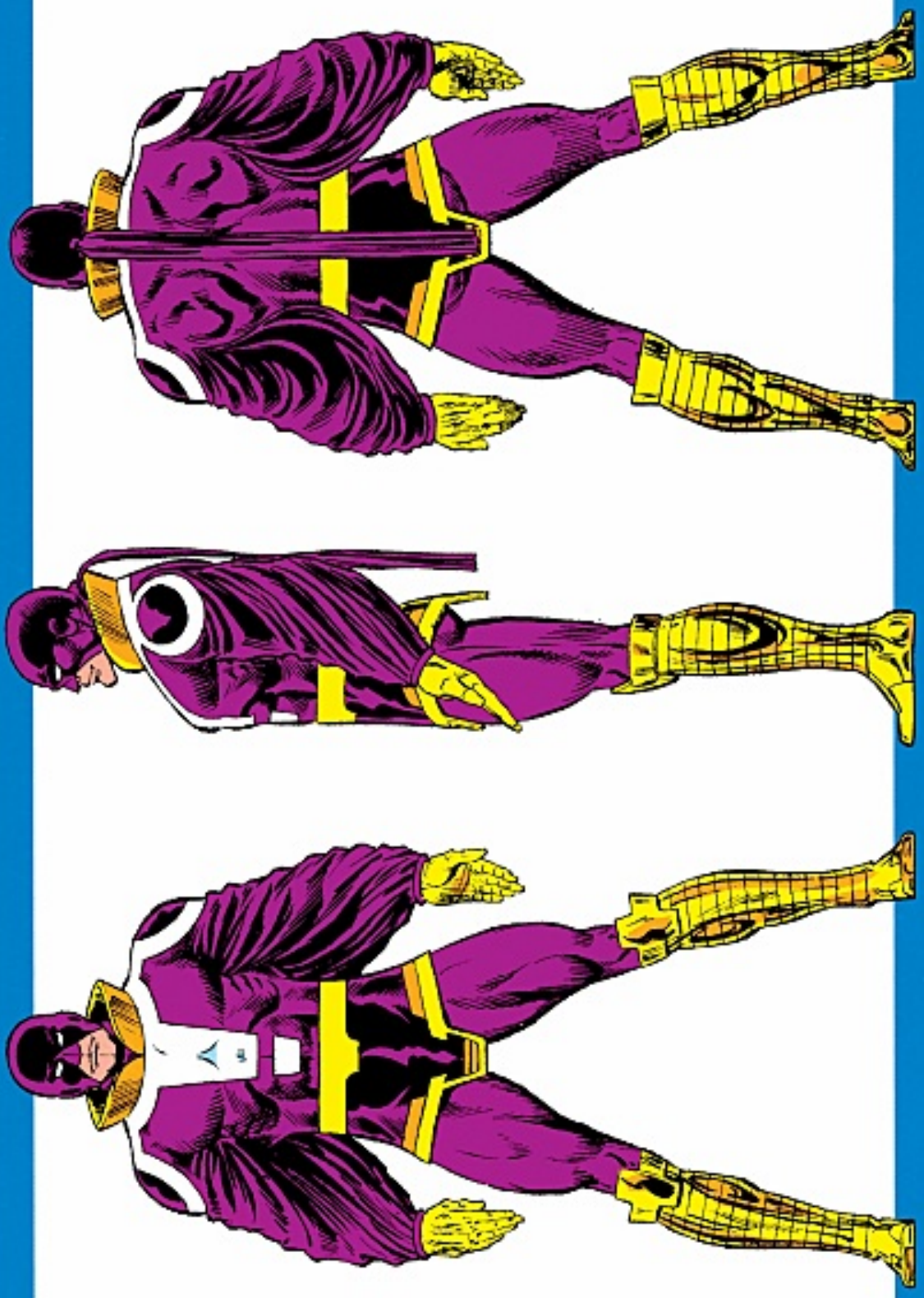
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: Cosmic Control Rod (uses cosmic energy to alter atomic structure of matter and fire beams of concussive force; it also retards the aging process of its possessor, making Annihilus virtually immortal)
Special weaponry: Energy pistols
Other accessories: Various, as needed
Transportation: Various, often flight under own power
Design and manufacture of paraphernalia: Tyannan technology modified by Annihilus

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR ANNUAL #6
Origin issue: FANTASTIC FOUR ANNUAL #140
Significant issues: FANTASTIC FOUR ANNUAL #6 (first met and battled Fantastic Four in the Negative Zone; his Cosmic Control Rod tapped by Mr. Fantastic to save the lives of his wife and unborn son); FANTASTIC FOUR #108-110 (encountered Janus the Negative Man, battled the Fantastic Four in the Negative Zone, attempted to discover escape route to Earth); AVENGERS #89 (encountered Rick Jones and Captain Mar-Vell, attempted to escape the Negative Zone, foiled by Avengers); AVENGERS #96-97 (encoun-tered Rick Jones in Negative Zone); MARVEL TEAM-UP #2 (battled Frightful Four, attempted to escape the Negative Zone, foiled by Spider-Man and the Hu-man Torch II); FANTASTIC FOUR #140-141 (origin recounted; abducted the Fan-tastic Four, Medusa, Wyatt Wingfoot, Aga-tha Harkness, and Franklin Richards in the Negative Zone; attempted to tap the unknown power of Franklin Richards, defeated by the Fantastic Four); FANTASTIC FOUR #181-183 (aided Fantastic Four against the Scavenger); MARVEL TWO-IN-ONE #75 (with Blastaar and the Super-Adaptoid battled Thing and the Avengers in the Negative Zone; Control Rod stolen by Blastaar); FANTASTIC FOUR #251-254, AVENGERS #233, FANTASTIC FOUR #255-256 (escaped to Earth while while Fantastic Four explored the Negative Zone; created impenetrable barrier around Baxter Building, battled Avengers; defeated by returning Fantastic Four, returned to the Negative Zone); FANTASTIC FOUR #289-290 (revived by Blastaar, regained Control Rod, battled Fantastic Four); THOR #405-406 (invaded Asgard, which had entered the Negative Zone, battled Thor I and Balder, defeated by Odin); THOR #434-435 (captured sleeping Odin; tried to tap Odin-power; battled Thor II, Balder, and Sif, seemingly destroyed by Thor II)

ANSWER™



THE ANSWER

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Criminal genius
Former occupation: Unrevealed, presumably scientist
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Kingpin
Major enemies: Spider-Man, the Black Cat
Usual base of operations: New York City
Former bases of operations: None known
Current group membership: None
Former group membership: The Kingpin's criminal organization
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 170 lbs.
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Superhuman
Strength: Superhuman Class 25
Speed: Enhanced human
Flight speed: (in costume) Directed motion hovering
Stamina: Superhuman
Durability: Unrevealed
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Skilled in virtually all known forms of self-defense
Special skills and abilities: "Photographic reflexes" enable him to duplicate and counter the physical abilities of others
Superhuman physical powers: Aside from the above listed attributes, the ability to execute an "answer" to any physical challenge
Superhuman mental powers: Ability to devise an "answer" to any mental dilemma
Special limitations: None known, though it is possible that the Answer may only be able to use a limited number of his "answer" abilities at one time.
Source of superhuman powers: The laboratory equipment of the late Dr. Farley Stillwell

PARAPHERNALIA

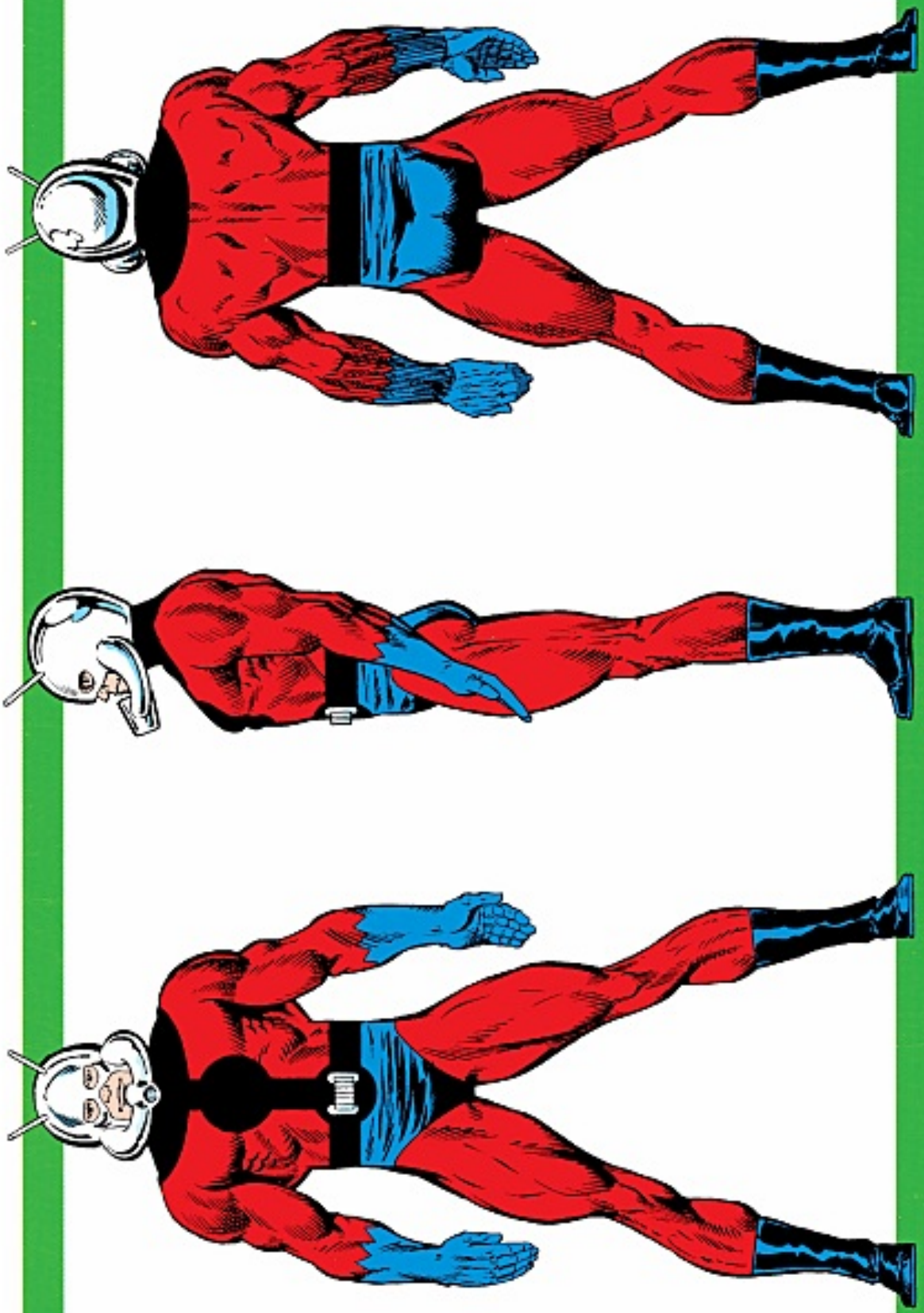
Costume specifications: Body armor coated with friction-eliminating chemical that allows him to slip from any grasp or prevent anything from adhering to him

Personal weaponry: None
Special weaponry: Various as needed
Other accessories: Various as needed
Transportation: Flight via as yet unrevealed means
Design and manufacture of paraphernalia: The Answer and scientists employed by the Kingpin

BIBLIOGRAPHY

First appearance: (behind the scenes) SPECTACULAR SPIDER-MAN #91, (fully seen) SPECTACULAR SPIDER-MAN #92
Origin issue: LETHAL FOES OF SPIDER-MAN #1
Significant issues: SPECTACULAR SPIDER-MAN #91 (studied Spider-Man's powers); SPECTACULAR SPIDER-MAN #92 (attacked Spider-Man and the Black Cat to test the limits of their powers); SPECTACULAR SPIDER-MAN #93 (kidnaped the Black Cat to misdirect Spider-Man's attention as he stole Silvermane's body from the police morgue); SPECTACULAR SPIDER-MAN #94 (assisted Kingpin in partially restoring Silvermane's life); SPECTACULAR SPIDER-MAN #95 (kidnaped Dagger in hopes that her powers would cure Kingpin's ailing wife); SPECTACULAR SPIDER-MAN #96 (to end the mindless Silvermane's rampage, sacrificed his corporeal form to rejuvenate Dagger, who possessed Silvermane's life-force), LETHAL FOES OF SPIDER-MAN #1 (telepathically contacted Doctor Octopus; origin revealed); LETHAL FOES OF SPIDER-MAN #2 (Dr. Octopus restored his corporeal existence)

ANT-MAN™



ANT-MAN II

BIOGRAPHICAL DATA

Real name: Scott Edward Harris Lang
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Electronics technician; owner of a small electronics company, Electrolang Inc.; adventurer
Former occupations: Burglar
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Coral Gables, Florida
Marital status: Divorced
Known relatives: Peggy Rae (ex-wife), Cassandra Eleanor "Cassie" Lang (daughter), Ruth (sister), Carl (surname unrevealed, brother-in-law)
Known confidants: Dr. Henry Pym, Janet Van Dyne (the Wasp), Tony Stark (Iron Man I)
Known allies: The Avengers, Spider-Man
Major enemies: Taskmaster
Usual base of operations: Los Angeles, California
Former bases of operations: New York City
Current group membership: None
Former group membership: None
Extent of education: Electronics technician certificate, plus additional advanced electronics training while in prison

PHYSICAL DESCRIPTION

Height: 6'
Weight: 190 lbs.
Eyes: Blue
Hair: Reddish blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal (retained when ant-size)
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Athlete
Reflexes: Athlete
Fighting skills: Average hand-to-hand combatant
Special skills: Advanced training and expertise in electronics
Superhuman physical powers: Ability to shrink in size to one-half inch in size and return to normal; ability to shrink to sub-microscopic size, thus entering the countless "subatomic universes" or "microverses"; ability to reduce other people and objects in size along with himself
Superhuman mental powers: None
Special limitations: Ant-Man requires exposure to the "reducing gas" and "enlarging gas" containing Pym Particles (named for their discoverer, Dr. Henry Pym, alias Ant-Man I) in order to change size

Source of superhuman powers: Special gasses containing Pym Particles

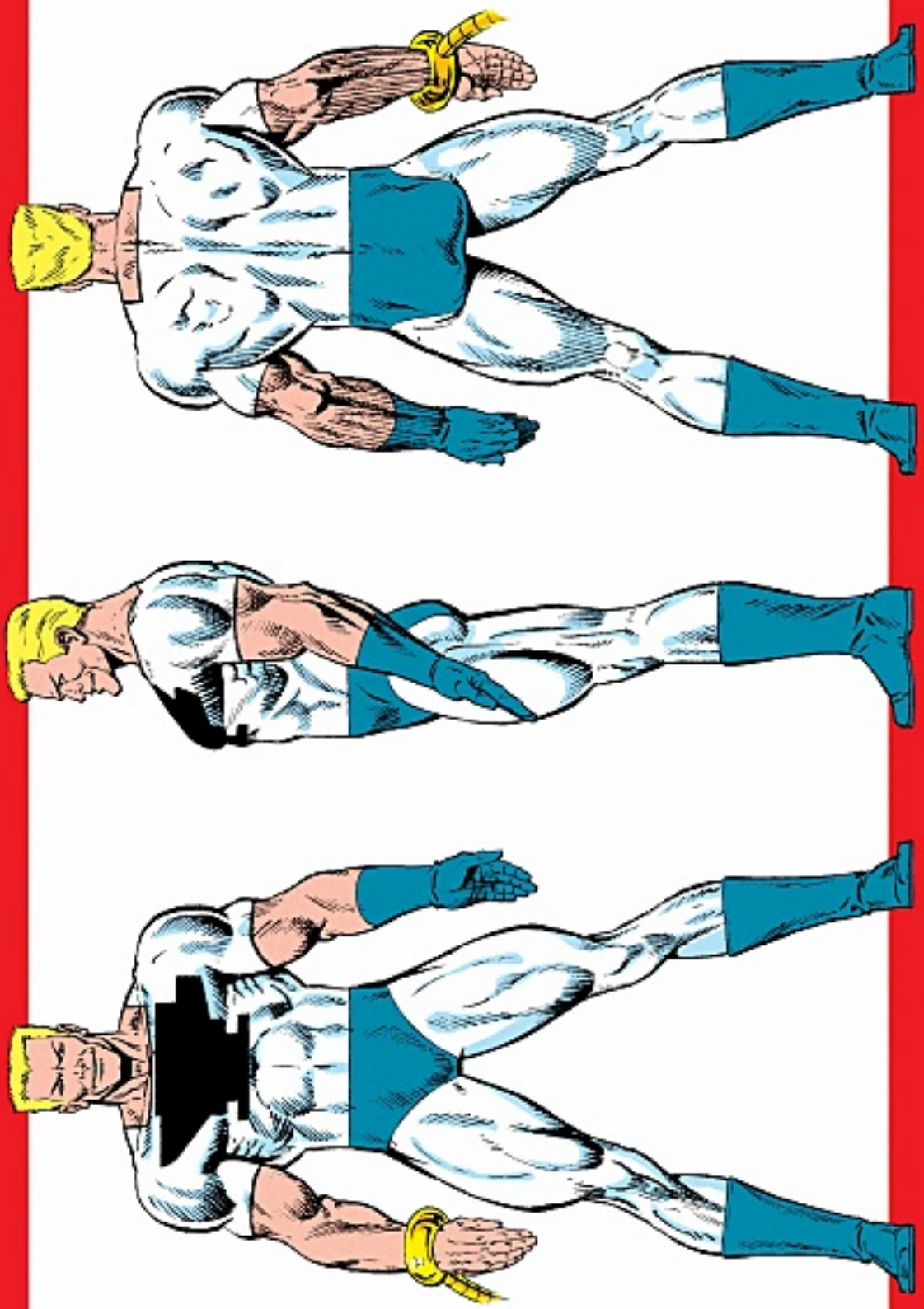
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made of unstable molecules
Personal weaponry: None
Special weaponry: None
Other accessories: Cybernetic helmet permitting rudimentary telepathic communication with ants, equipped with sound amplification equipment allowing Ant-Man to be heard by normal sized humans, a retractable plexiglass face shield, and a limited air supply; belt canisters containing reducing and enlarging gas
Transportation: Flying ants
Design and manufacture of paraphernalia: Henry Pym

BIBLIOGRAPHY

First appearance: (as Lang) AVENGERS #181, (as Ant-Man) MARVEL PREMIERE #47
Origin issue: MARVEL PREMIERE #47-48
Significant issues: AVENGERS #181 (as Lang, employed by Tony Stark, helped install new security system in Avengers Mansion); MARVEL PREMIERE #47-48 (stole Henry Pym's Ant-Man costume and equipment, used it to rescue Dr. Eric Sondheim from Cross Technological Enterprises, where she was held captive, so that she could save the life of Lang's daughter, Cassie, allowed to retain Ant-Man identity by Pym); IRON MAN #133 (saved Iron Man I, who had become trapped in his armor); AVENGERS #195-196 (with Yellowjacket I, attempted to rescue the Wasp, who had been captured by Dr. Pernell Solomon, defeated; alongside the Avengers, battled Taskmaster); MICRONAUTS Vol. 1 #19-20 (battled Odd John's mutated insects, encountered Biotron of the Micronauts); MARVEL TEAM-UP #103 (alongside Spider-Man, battled Taskmaster); IRON MAN #145 (as Lang, attempted to stop the Raiders at a Dallas electronics engineers convention); IRON MAN #151 (battled malfunctioning GARD computer security system); IRON MAN #156 (as Lang, aided Iron Man I, and Jim Rhodes against the Mauler); MARVEL TWO-IN-ONE #87 (met Fantastic Four, first journeyed to a "micro-world", battled there alongside the Thing); AVENGERS #223-224 (alongside Hawkeye, battled Taskmaster; visited Henry Pym in prison); ROM #58-59 (encountered Rick Jones and Alpha Flight; alongside Rom and Starshine II, battled Dire Wraiths); AVENGERS #275-277 (alongside the Wasp, defeated Absorbing Man and Titania II; assisted the Avengers against the Masters of Evil IV); AMAZING SPIDER-MAN ANNUAL #24 (accidentally shrank Spider-Man, battled Scarlet Beetle); IRON MAN ANNUAL #12 (battled Dragonfly)

ANVIL™



ANVIL

BIOGRAPHICAL DATA

Real name: John "Johnny" Anvil
Aliases at time of death: None
Former aliases : None
Dual identity: None
Occupation at time of death: Employee of the Deterrence Research Corporation
Former occupation: Professional criminal
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Place of death: Somewhere in the Nevada desert
Cause of death: When Hammer was shot through the head with an explosive bullet by Scourge, Anvil, his life force linked to Hammer's by the energy synthecon, also died
Marital status: Unrevealed
Known relatives: None
Known confidants: Leroy "Hammer" Jackson
Known allies: Leroy "Hammer" Jackson, Ivor Carlson
Major enemies: The Hulk, Spider-Man, Spider-Woman I
Base of operations at time of death: Unrevealed
Former base of operations: Deterrence Research Corporation, headquarters in New York City and California, otherwise mobile
Group membership at time of death: Deterrence Research Corporation
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 215 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

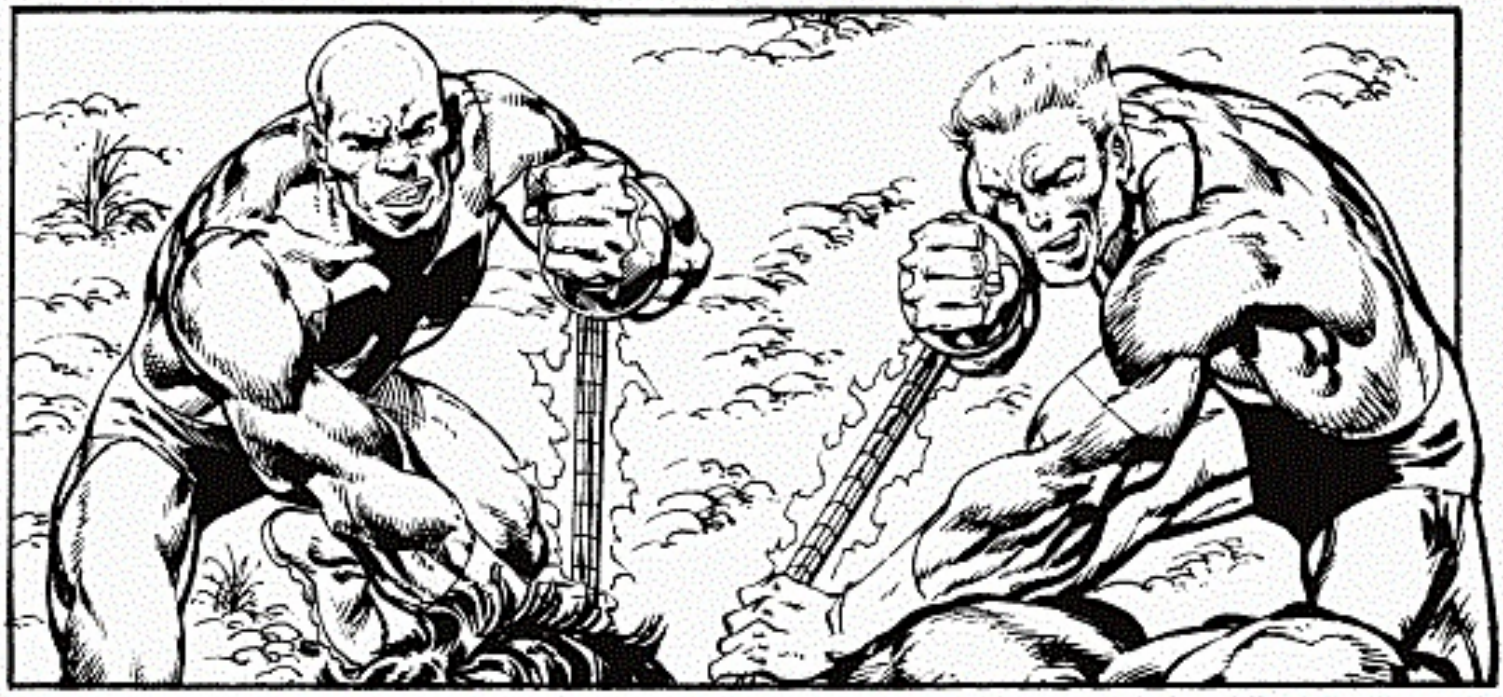
Intelligence: Normal
Strength: Athlete, (with augmentation from energy synthecon) Superhuman Class 90
Speed: Athlete
Stamina: Athlete
Durability: Athlete, (with augmentation from energy synthecon) Demi-godlike
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic streetfighting techniques
Special skills and abilities: Unrevealed
Superhuman physical powers: None, (with energy synthecon) Superhuman strength and durability
Superhuman mental powers: None
Special limitations: The energy synthecon which linked Anvil to his partner Hammer also linked their life forces; thus, if one died so did the other
Source of superhuman powers: Alien technology

PARAPHERNALIA

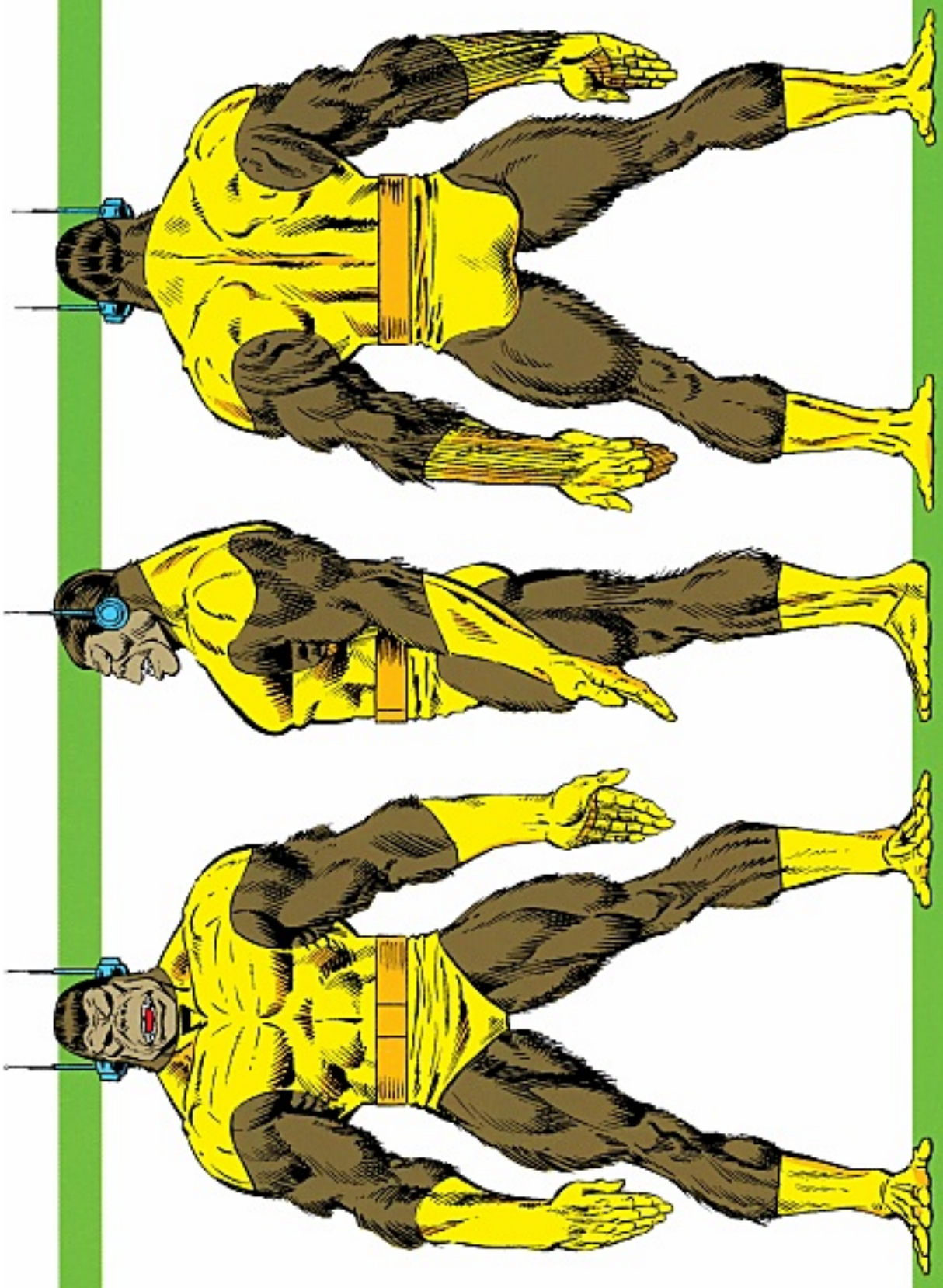
Costume specifications: Conventional fabrics
Personal weaponry: None
Special weaponry: An energy synthecon, the product of the highly advanced technology of the alien race Gix, which increases the strength and durability of the wearers by absorbing kinetic energy and converting it for use in the wearer's metabolism
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Unknown technicians of the alien race Gix

BIBLIOGRAPHY

First appearance: HULK #182
Origin issue: HULK #182
Significant issues: HULK #182 (escaped from prison with partner, "Hammer" Jackson; accidentally saved the life of Chleee of the alien race Glx, who crashed on Earth; given energy synthecon by Chleee; returned to prison seeking revenge; battled the Hulk); MARVEL TEAM-UP #86 (hired as field operatives by Deterrence Research Corporation; battled Spider-Man and the Guardians of the Galaxy); MARVEL TALES #256 (with Hammer, encountered the Freaks); SPIDER-WOMAN #34 (kidnaped Amanda Sheridan for the DRC; battled Spider-Woman I); MARVEL FANFARE #29 (with Hammer, battled Hulk, killed by Scourge)



APE-MAN™



APE-MAN

BIOGRAPHICAL DATA

Real names: (I) Gordon "Monk" Keefer, (II) Roy McVey
Aliases at time of death: (I) Gort, (II) None
Former aliases : (both) None
Dual identities: (both) Publicly known
Occupation at time of death: (both) Professional criminal
Former occupation: (both) None known
Citizenships: (both) United States of America
Legal status: (I) Criminal record in the U.S., (II) No known criminal record
Places of birth: (both) Unrevealed
Place of death: (both) New York City
Cause of death: (I) Explosion of a bomb set off by Spymaster I; (II) Electrocuted by Death-Stalker
Marital status: (both) Unrevealed
Known relatives: (both) None known
Known confidants: (I) Bird-Man I, Cat-Man I, Frog-Man I; (II) Bird-Man II, Cat-Man II
Known allies: (I) Bird-Man I, Cat-Man I, Frog-Man I, Dragonfly, Organizer, Exterminator (Death-Stalker), Count Lucino Nefaria; (II) Bird-Man II, Cat-Man II, Death-Stalker
Major enemies: (I) Daredevil, Spider-Man, X-Men, Iron Man I, Captain America; (II) Death-Stalker, Daredevil
Base of operations at time of death: (both) New York City
Former bases of operations: (both) Unrevealed
Group membership at time of death: (I) Ani-Men I; (II) Ani-Men II
Former group membership: (I) Unholy Three (original Ani-Men except for Frog-Man); (II) None known
Extent of education: (both) Unrevealed

PHYSICAL DESCRIPTION

Height: (I) 6' 5"; (II) 6' 6"
Weight: (I) 325 lbs.; (II) 355 lbs.
Eyes: (both) Brown
Hair: (both) Unrevealed
Other distinguishing features: (I) Apparently Count Nefaria's scientist mutated Ape-Man I in order to give him a build resembling that of an ape; he returned to normal human form sometime later. (II) None

POWERS AND ABILITIES

Intelligence: (both) Normal
Strength: (I) Peak human (temporarily Superhuman Class 10); (II) Peak human
Speed: (I) Athlete (temporarily Enhanced human); (II) Athlete
Durability: (I) Athlete (temporarily Enhanced human); (II) Athlete
Agility: (I) Athlete (temporarily Enhanced human); (II) Athlete
Reflexes: (I) Athlete (temporarily Enhanced human); (II) Athlete
Fighting skills: (both) Excellent hand-to-hand combatant, trained in boxing and

wrestling techniques
Special skills: (both) None known
Superhuman physical powers: (I) Temporarily possessed superhuman strength and durability; (II) None
Superhuman mental powers: (both) None
Special limitations: (both) None
Source of superhuman powers: (I) Unknown processes (probably mutagenic) administered by scientists employed by Count Nefaria

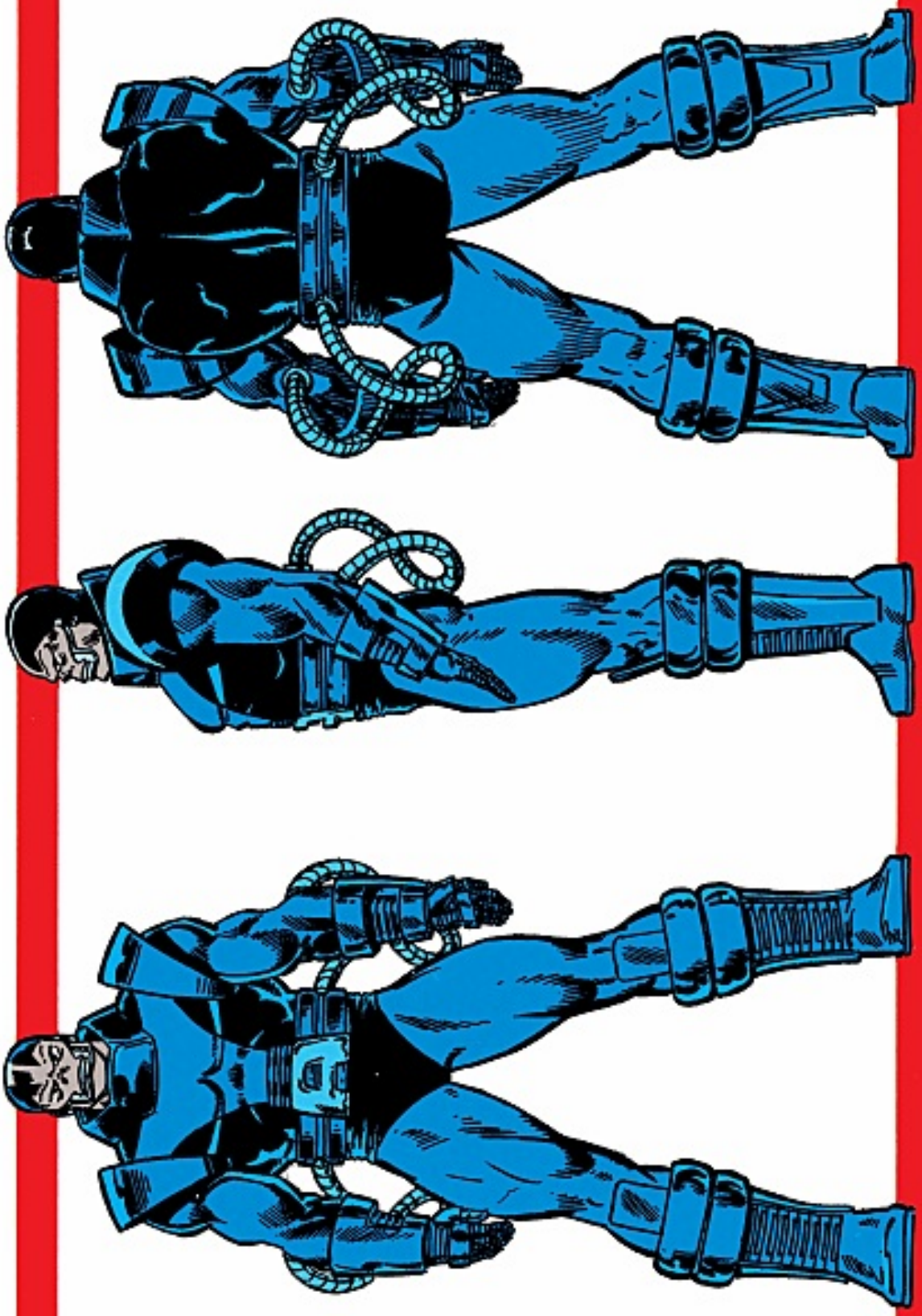
PARAPHERNALIA

Costume specifications: (both) Conventional fabrics
Personal weaponry: (both) None
Special weaponry: (I) While employing by the Exterminator, Ape-Man I wielded a "time displacement ray" ("T-ray") gun that fired a ray that projected its victim into a limbo-like interdimensional void. The gun could thus "displace" a victim for a limited period of time, such as 30 minutes. A ray blast of sufficient intensity could exile a victim to the interdimensional void permanently. (II) None
Other accessories: (both) Wore equipment (including antennae) for radio communication with his employers and teammates
Transportation: Conventional means
Design and manufacture of paraphernalia: (I) Organizer's scientists, (II) Exterminator (adapting Ape-Man I's)

BIBLIOGRAPHY

First appearance: (I) (as Monk Keefer) AVENGERS #12 (as Ape-Man I) DAREDEVIL #10; (II) DAREDEVIL #157
Origin issue: The origins of Ape-Man I and II are as yet unrevealed.
Significant issues: AVENGERS #12 (I: with other criminals, Monk Keefer attempted the robbery of Stark warehouse, was defeated by Captain America); DAREDEVIL #10-11 (I: teamed with Ani-Men I as operatives for the Organizer, first battled Daredevil); DAREDEVIL #39-41 (I: Ape-Man I teamed with rest of Unholy Three as operatives for Exterminator, fought Daredevil again); MARVEL TEAM-UP #25 (I: alongside Unholy Three as team of independent thieves, defeated by daredevil and Spider-Man); X-MEN Vol. 1 #94-95 (I: underwent process giving him superhuman powers; with other Ani-Men invaded Cheyenne Mountain missile base for Count Nefaria, battled X-Men); IRON MAN #115-116 (I: lost his superhuman powers, with other Ani-Men was assigned by Nefaria to kill Tony Stark, battled Iron Man, died in explosion); DAREDEVIL #157-158 (II: alongside new Ani-Men, sent by Death-Stalker to kidnap Matt Murdock, was killed by Death-Stalker)

APOCALYPSE



APOCALYPSE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None known
Former aliases: Set (not to be confused with the primeval demon of that name or the Egyptian god Seth), Huitzilopochtli, Sauru, Kali-Ma, others as yet unrevealed
Dual identity: None
Current occupation: Terrorist, instigator of warfare among mutants and normal human beings
Former occupation: Worshipped as a god by ancient civilizations
Citizenship: None
Legal status: Wanted by the United States legal authorities
Place of birth: Unrevealed
Marital status: Unrevealed, presumed unmarried at present
Known relatives: None
Known confidants: None
Known allies: Caliban, War, Famine
Major enemies: X-Factor
Usual base of operations: Unrevealed
Former bases of operations: Sentient starship later used by X-Factor as their headquarters
Current group membership: Employer of Apocalypse 's Horsemen
Former group membership: Former Employer of the Alliance of Evil
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: Variable, usually 7'
Weight: Variable
Eyes: Blue
Hair: Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Since Apocalypse can increase his strength by drawing on outside energy sources, his strength is potentially incalculable
Flight speed: Supersonic
Stamina: Godlike
Durability: Demi-godlike regenerative
Agility: Metahuman
Reflexes: Superhuman
Fighting skills: Apocalypse is a formidable combatant due to his immense strength and shape-changing ability, but he has no known training in hand-to-hand combat.
Special skills and abilities: Apocalypse possesses knowledge of various areas of science and technology that is advanced beyond that of the rest of humanity, especially in the area of genetic engineering. He is also a master strategist in combat.
Superhuman physical powers: Apocalypse possesses superhuman strength which he can augment by psionically drawing on outside energy sources. Apocalypse can alter the atomic structure of his body in order to change his form. He can even increase his size by taking on additional mass from a presumably

extradimensional source. Through his ability to alter his form, Apocalypse can give himself virtually any superhuman physical power.

Superhuman mental powers: None known

Special limitations: None known

Source of superhuman powers: Apocalypse is presumed to be a mutant

PARAPHERNALIA

Costume specifications: Apocalypse's "costume" is actually part of his body, and he can psionically alter its appearance at will.

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Apocalypse previously employed the sentient starship created by the Celestials. Apocalypse also employs technology enabling him to teleport himself over an unknown range.

Design and manufacture of paraphernalia: Unrevealed

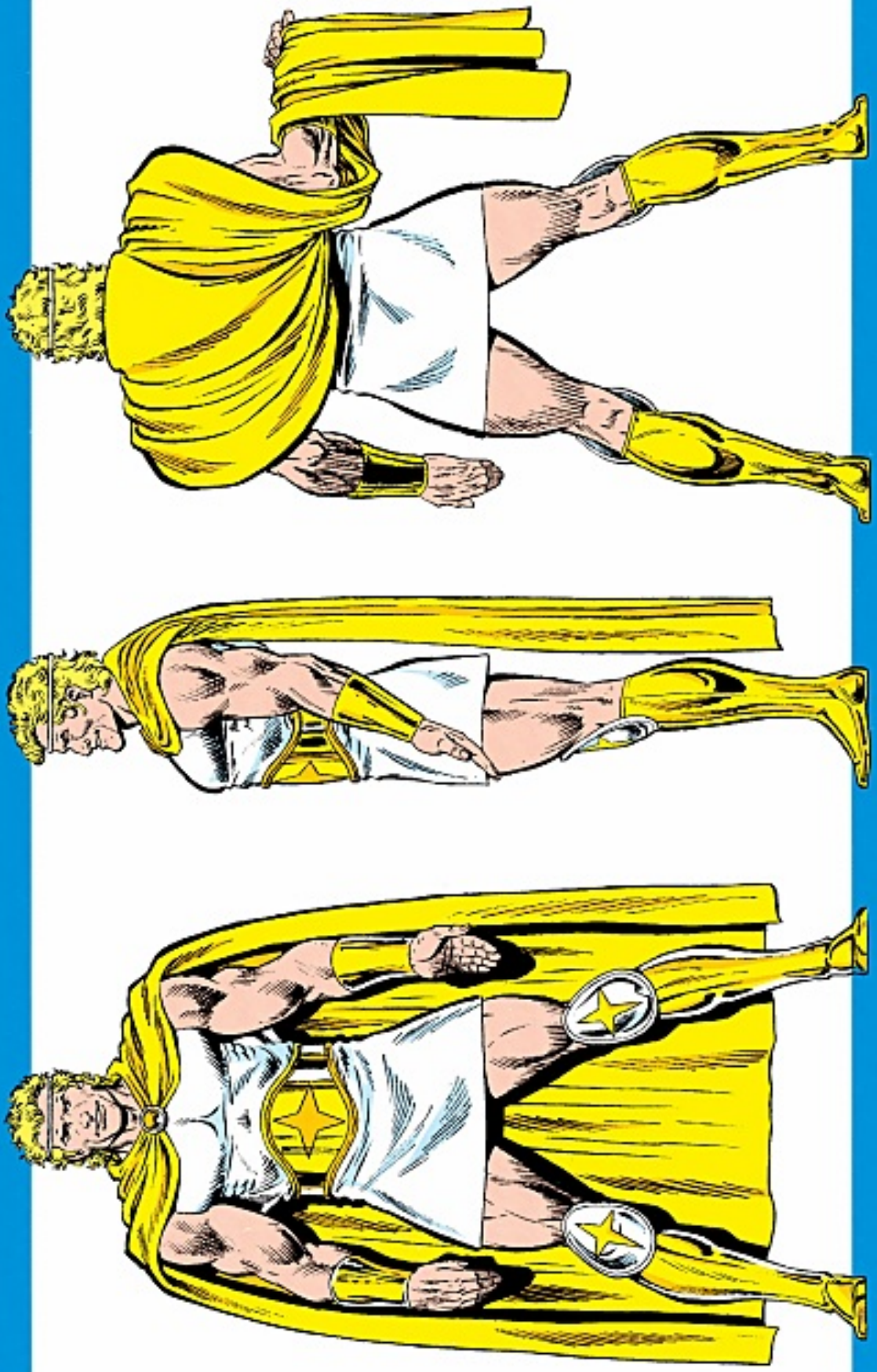
BIBLIOGRAPHY

First appearance: (in shadow) X-FACTOR #5, (fully seen) X-FACTOR #6

Origin issue: X-FACTOR #24

Significant issues: CLASSIC X-MEN #25 (granted superhuman powers to Moses Magnum); X-FACTOR #5-6 (commanded Alliance of Evil, first clashed with X-Factor); X-FACTOR #10 (recruited the Morlock, Plague, to be his Horseman, Pestilence); X-FACTOR #11 (recruited War as one of his Horsemen); X-FACTOR #12 (recruited Famine as one of his Horsemen); X-FACTOR #13 (saved Angel from an exploding plane in order to give him new wings and make him into his Horseman Death); X-FACTOR #24-26 (Apocalypse and his Four Horsemen attacked New York City, are opposed by X-Factor); X-FACTOR ANNUAL #3 (battled the High Evolutionary); X-FACTOR #49 (battled Loki); WOLVERINE: THE JUNGLE ADVENTURE (Wolverine battled an Apocalypse robot in the Savage Land)

APOLLO™



APOLLO

BIOGRAPHICAL DATA

Real name: Phoebus Apollo
Other current aliases: None known
Former aliases: None known
Dual identity: None in Olympus, believed to be a mythological character by the general populace of Earth
Current occupation: God of light, music, poetry, medicine, and the sciences
Former occupation: None
Citizenship: Olympus
Legal status: No criminal record
Place of birth: Mount Cynthus, island of Delos, Mediterranean Sea
Marital status: Single
Known relatives: Zeus (father), Leto (mother), Artemis (sister), Gaea (great-grandmother), Ouranos (great-grandfather), Rhea, Phoebe (grandmothers), Venus, Athena, (half-sisters), Ares, Dionysus, Hephaestus, Hercules, Hermes (half-brothers), Neptune, Pluto (uncles), Demeter, Hera, Vesta (aunts), Cupid (Eros I, nephew)
Known confidants: Artemis, the Muses
Known allies: Hercules, Olympian gods, Thor, Horus, Indra, Quetzocoatl, Shango, Tawa
Major enemies: Demogorge, Typhon
Usual base of operations: Olympus
Former bases of operations: Delphi, Greece
Current group membership: Pantheon of the Gods of Olympus
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 480 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Godlike
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: Extraordinary archer and musician, plays the lyre
Superhuman physical powers: In addition to the above listed physical abilities, Apollo possesses virtual immortality, the power to radiate great heat and light at will, and the power to heal the injuries of others of others with superhuman rapidity
Superhuman mental powers: Precognitive abilities enabling him to perceive events in alternate futures
Special limitations: None
Source of superhuman powers: Apollo is a member of the race of superhumans known as the gods of Olympus.

PARAPHERNALIA

Costume specifications: Olympian materials in a classical Greco-Roman style
Personal weaponry: Bow and arrows
Special weaponry: None
Other accessories: None
Transportation: Enchanted chariots drawn by magical horses, capable of flight and interdimensional travel
Design and manufacture of paraphernalia: Hephaestus

BIBLIOGRAPHY

First appearance: THOR ANNUAL #5
Origin issue: Apollo's origin is as yet unrevealed.
Significant issues: THOR ANNUAL #5 (present at time of war between Asgard and Olympus); THOR #301 (present when Zeus granted power to Thor to help ressurrect the Asgardian gods); THOR ANNUAL #10 (aided Thor and other gods in opposing Demogorge, was consumed by Demogorge but then released unharmed); AVENGERS #256 (presented Hercules with new battle garb); AVENGERS #283-285 (sought to aid Avengers in Olympus against wrath of Zeus, struck down by Zeus, healed injuries of Captain America and Doctor Druid)
Note: An alternate future has been depicted in HERCULES Vol. 2 #1-4 in which Apollo and the other Olympians, except for Hercules, leave their current plane of existence in the 23rd century so that Hercules may father a new race of gods. Whether Apollo and the Olympian gods will come to such an end in what becomes the "mainstream" future is as yet unknown.

AQUARIAN™

AQUARIAN

BIOGRAPHICAL DATA

Real name: Wundarr
Other Current aliases: None
Former aliases : None
Dual identity: None; the general populace of Earth is unaware that the Aquarian is an extraterrestrial.
Current occupation: Prophet
Former occupation: None
Citizenship: Planet Dakkam
Legal status: No criminal record; formerly in United States government custody as an illegal alien
Place of birth: The planet Dakkam
Marital status: Single
Known relatives: Hektu (father, deceased), Soja (mother, deceased)
Known confidants: Thing, Namorita, Annie Christopher, Dr. Jeannine O'Connell
Known allies: Thing, Quasar, Doctor Strange, Captain America, Kubik, Giant-Man II, Thundra
Major enemies: Quantum, Mortroid, Tuumar, Zeneg (Dakkamites), Nth Man I, Tiger Shark
Usual base of operations: Mobile on Earth; frequents California
Former base of operations: Planet Dakkam; New York City; Project: Pegasus, New York State
Current group membership: Leader of the Water-Children (a philosophical cult dedicated to pacifism and awaiting the coming of the Celestial Messiah)
Former group membership: None
Extent of education: No known formal education, endowed with extensive knowledge by the Cosmic Cube

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 165 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Enhanced human (before his powers changed due to the Cosmic Cube, he could absorb energy to increase his physical strength to Superhuman Class 25)
Speed: Enhanced human
Flight speed: Directed motion hovering
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Minimal
Special skills and abilities: None known
Superhuman physical powers: Under radiation from Earth's sun, Wundarr's body absorbed energy from his environment and transformed it into kinetic energy with which to augment his strength and endurance. Following exposure to the Cosmic Cube, the Aquarian's body was surrounded by a "null-field" which, at equilibrium, radiates to a distance of five feet

from any point on his body. By concentrating, the Aquarian can contract the field to about 5 inches or expand it to about 500 feet. The null-field neutralizes most energies (including light, electricity, magnetism, sound, and even gravity) over a certain as yet unmeasured intensity. He can "walk on air" by nullifying the effects of gravity on himself. The null-field neutralizes kinetic energy over a certain as yet unmeasured limit. The null-field prevents superhuman beings from exercising superhuman kinetic and radiation based energies or using energy-manipulating powers within it. (The field does not take away their superhuman powers but simply neutralizes them.)
Superhuman mental powers: None
Special limitations: Cannot shut down his null-field completely. Cannot move faster than the kinetic energy limit of his null-field will allow including aboard most vehicles.
Source of superhuman powers: Mutagenic effects of cosmic radiation, exposure to cosmic radiation from Earth's sun; transformation by energies from Cosmic Cube

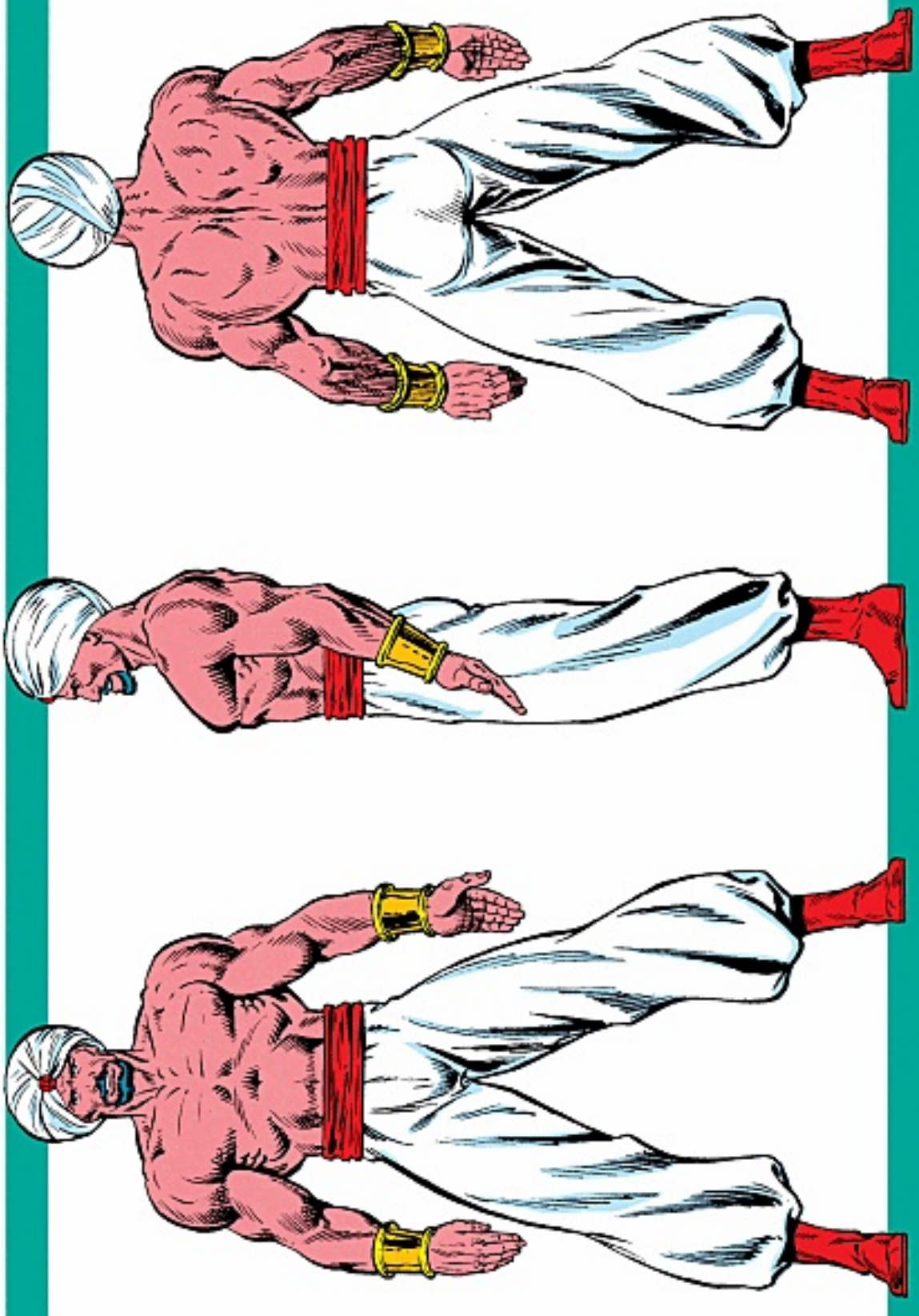
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: Formerly wore containment suit that enabled his body to expel small amounts of energy so that his body would not overload.
Transportation: Flight under own power
Design and manufacture of paraphernalia: (costume) Hektu, later transformed by Cosmic Cube (Kubik), (containment suit) Reed Richards

BIBLIOGRAPHY

First appearance: (as Wundarr) ADVENTURE INTO FEAR #17, (as Aquarian) MARVEL TWO-IN-ONE #58
Origin issue: ADVENTURE INTO FEAR #17
Significant issues: ADVENTURE INTO FEAR #17 (released from suspended animation in spaceship by Man-Thing, battled Man-Thing); MARVEL TWO-IN-ONE #2 (found by Namorita, left in custody of Thing); MARVEL TWO-IN-ONE #4 ("adopted" by Namorita); MS. MARVEL #58 (menaced by Tiger Shark); MARVEL TWO-IN-ONE #42 (overloaded with energy by Cosmic Cube at Project: Pegasus); MARVEL TWO-IN-ONE #53, 55-58 (revealed to be in autistic coma and to acquired power "dampening" ability; awoke from coma; further transformed by Cosmic Cube; became Aquarian, defeated Nth Man I); CAPTAIN AMERICA ANNUAL #7 (served as psychic "nesting place" for Cosmic Cube just before it awoke to sentience); QUASAR #4 (attacked by fellow Dakkamite Quantum, saved by Quasar); QUASAR #25, 28 (aided Doctor Strange in preventing planetwide disasters on Earth)

ARABIAN KNIGHT™



ARABIAN KNIGHT

BIOGRAPHICAL DATA

Real name: Abdul Qamar
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Bedouin chieftain
Former occupation: Unrevealed
Citizenship: Saudi Arabia
Legal status: No criminal record
Place of birth: Aqabah, Saudi Arabia
Marital status: Married
Known relatives: Maya, Rana, Almira (wives), Faisal, Hassim (sons)
Known confidants: None
Known allies: None
Major enemies: The Demon of the Dunes, Desert Sword
Usual base of operations: Saudi Arabia
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 170 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Usually wears a beard

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant, exceptional swordsman particularly in the use of the scimitar
Special skills and abilities: Unrevealed
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

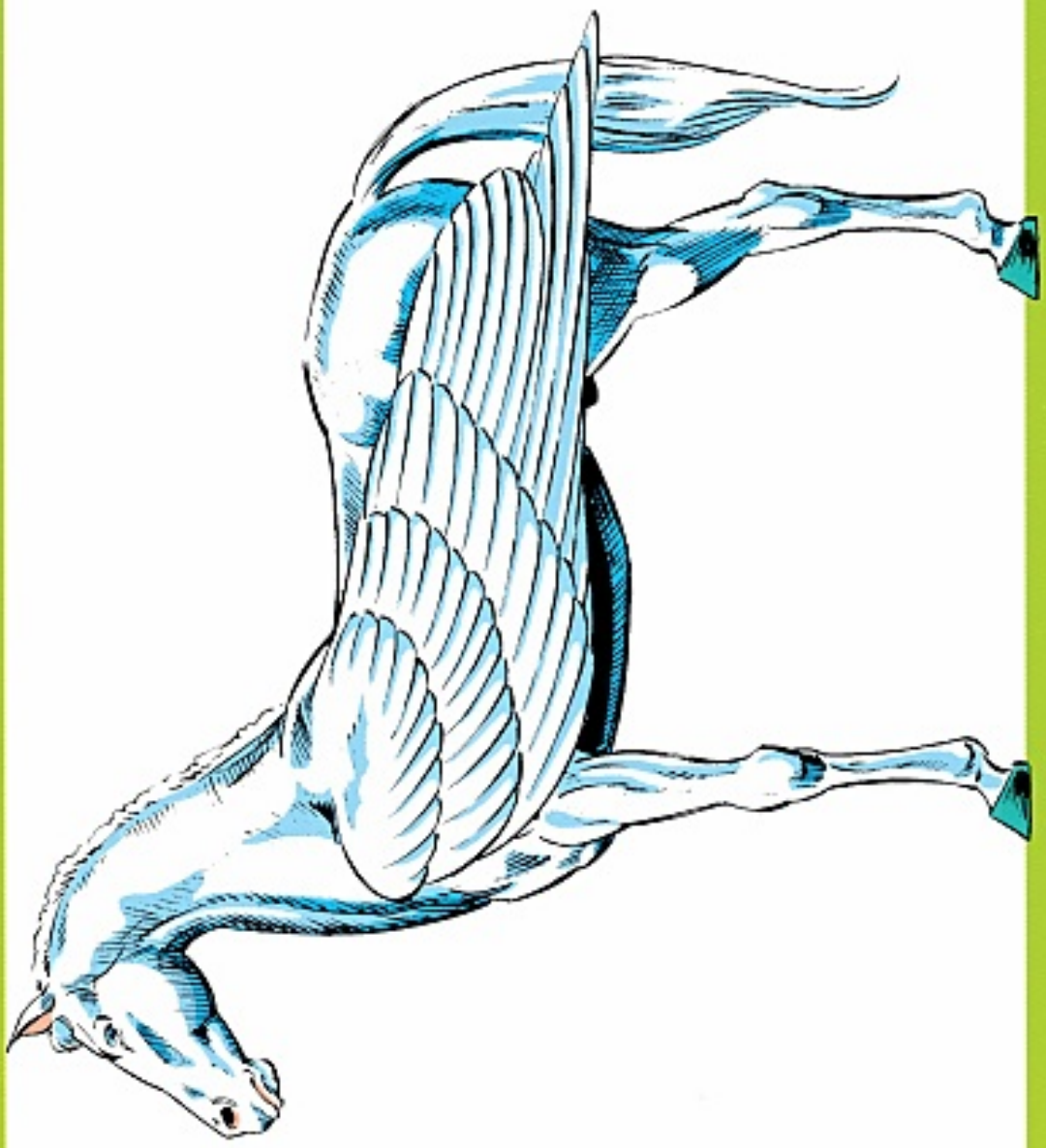
Costume specifications: Ordinary fabric
Personal weaponry: A golden scimitar which is endowed with several magical enchantments, making it capable of emitting beams of magical concussive force; the exact limitations of this enchantment are unknown. The Arabian Knight can mentally control the amount of concussive force projected. Also, the scimitar possesses an enchantment which causes it to discharge magical energy against anyone other than the Knight who touches it. It is also extremely sharp, and is able to cut through steel, stone and other hard materials. The Arabian Knight's belt-sash can be animated by his mental control and used as bonds, lariat, whip or climbing rope. It is made of the same material as his flying carpet and can magically extend to almost ten times its ordinary length of four feet.

Special weaponry: None
Other accessories: None
Transportation: A "magic carpet" which responds solely to his mental commands. The carpet can levitate off the ground and propel itself through the air at any speed and any altitude the Knight commands (although he rarely exceeds 90 miles per hour or 20,000 feet, the maximum speed and height at which he can still breathe comfortably). Besides its use as transportation, the carpet can be commanded to perform such tasks as wrapping around an object or rolling itself into a cylinder and striking like a whip or a battering ram. The carpet, empowered by unknown magical forces, is virtually impervious to harm.
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK #257
Origin issue: INCREDIBLE HULK #257
Significant issues: INCREDIBLE HULK #257 (Abdul Qamar discovered the sword, carpet and sash of his ancestor; adopted identity of Arabian Knight to carry on the tradition of fighting evil); CONTEST OF THE CHAMPIONS #1-4 (joined group of Earth heroes participating on the side of the Death in the Grandmaster's game against Death, teamed with Iron Man and Sabra against She-Hulk, Defensor, Captain Britain); MARVEL COMICS PRESENTS #47 (battled the Demon of the Dunes for the life of his son); NEW MUTANTS ANNUAL #7/X-MEN ANNUAL #15/X-FACTOR #6 (children kidnaped by terrorist organization Desert Sword in order to coerce Arabian Knight to work in their service; battled Freedom Force)

ARAGORN™



ARAGORN

BIOGRAPHICAL DATA

Real name: Aragorn
Other current aliases: None
Former aliases : None
Dual identity: Inapplicable
Current occupation: Steed of Brunnhilda the Valkyrie
Former occupation: Steed of the Black Knight III (Dane Whitman)
Citizenship: Inapplicable
Legal status: Property of Brunnhilda the Valkyrie
Place of birth: Near Castle Garrett, Washington D.C.
Marital status: Inapplicable
Known relatives: None
Known confidants: Inapplicable
Known allies: Brunnhilda the Valkyrie, Black Knight III, Dr. Strange, Victoria Bentley/Valkyrie, the Defenders, the Avengers, Namorita, Black Knight I (deceased), Odin, Harokin (deceased), Hela
Major enemies: Mordred, Le Sabre, Ares, the Enchantress, Yandroth, Ollerus, Casiolena
Usual base of operations: Asgard; Richmond Riding Academy, Long Island, New York
Former base of operations: Castle Garrett, Great Britain; Castle Garrett, Washington, D.C.
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: 65" (at withers)
Weight: 1,050 lbs.
Eyes: Brown
Hair: White
Other distinguishing features: Large fully feathered wings with a 18 1/2' wingspan from wingtip to wingtip

POWERS AND ABILITIES

Intelligence: Above normal (equine)
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Natural winged flight
Stamina: Superhuman
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Experienced battle steed on land and aloft
Special skills and abilities: Excellent rapport with his mistress, the Valkyrie, and his former master, Black Knight III, enabling him to understand and obey complex commands
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic engineering by Dane Whitman using techniques developed by Nathan Garrett

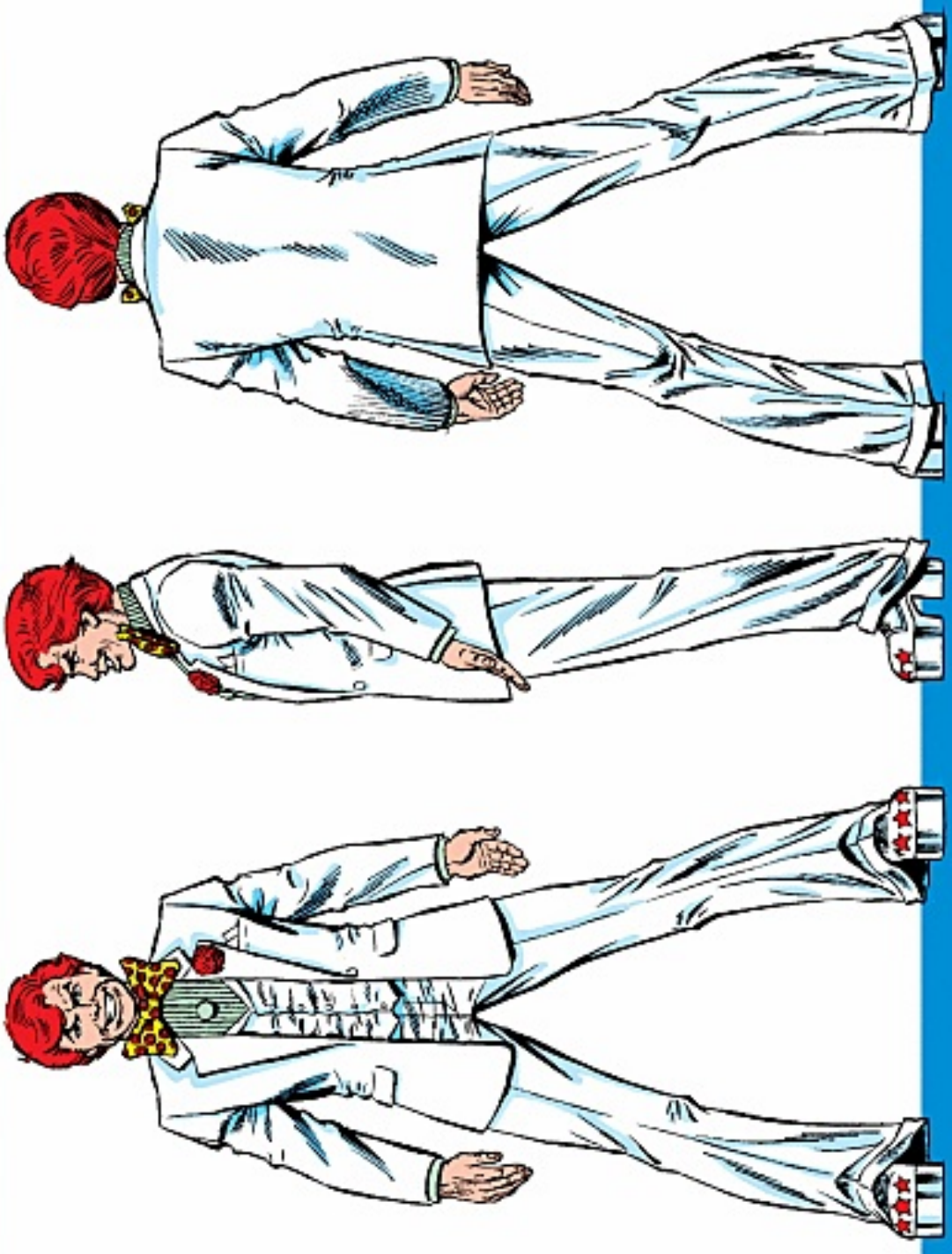
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: AVENGERS #48
Origin issue: AVENGERS #48
Significant issues: AVENGERS #48 (given superhuman powers through artificial genetic mutation by Dane Whitman; first carried Black Knight III into battle); AVENGERS #55 (helped Black Knight III and the Avengers battle Masters of Evil II); MARVEL SUPER-HEROES Vol. 2 #17 (carried Black Knight III into battle against Le Sabre); DOCTOR STRANGE Vol. 1 #178 (helped Black Knight III and Dr. Strange battle Tiboro); AVENGERS #61 (carried Black Knight III alongside Dr. Strange, and Avengers battled Ymir and Surtur); AVENGERS #100 (carried Black Knight III to Olympus to battle Ares and the Enchantress); DEFENDERS #4 (Black Knight III turned to stone by Enchantress; Aragorn placed in custody of the Valkyrie); DEFENDERS #5 (carried Valkyrie and Namorita into battle against the Omegatron); DEFENDERS #11 (Black Knight III displaced in time to the 12th century; Aragorn became permanent property of Valkyrie); DEFENDERS #17 (first came to live at Richmond Riding Academy); DEFENDERS #66-68 (first accompanied Valkyrie to Asgard and Valhalla; helped Valkyrie, Harokin, and Defenders battle Ollerus and Casiolena); DEFENDERS #126 (with Valkyrie helped form the New Defenders)

ARCADE™



ARCADE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: Mr. A
Dual identity: Secret
Current Occupation: Assassin
Former occupation: None known
Citizenship: (allegedly) United States of America
Legal status: Criminal record
Place of birth: (allegedly) Beverly Hills, California
Marital status: Single
Known relatives: None
Known confidants: Miss Locke
Known allies: Miss Locke, Mister Chalmers, Crazy Gang
Major enemies: X-Men, Spider-Man, Captain Britain, Excalibur, Guardian II, Puck, (former) Doctor Doom robot
Usual base of operations: Various "Murderworlds" in the United States and United Kingdom
Former bases of operations: None known
Current group membership: None
Former group membership: None
Extent of education: Unrevealed, apparently self-taught in robotics, electronics, engineering, and other technological fields

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 140 lbs
Eyes: Blue
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Extraordinary expertise and innovative brilliance in holography, robotics, electronics, engineering, and other technological fields.
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: No true costume, usually wears white suits with garish bow ties
Personal weaponry: None
Special weaponry: None
Other accessories: Arcade constructs complexes of death traps that resemble amusement parks and that he calls "Murderworlds." These complexes are operated through computer systems and employ

technology far in advance of mainstream science.

Transportation: Privately owned conventional vehicles

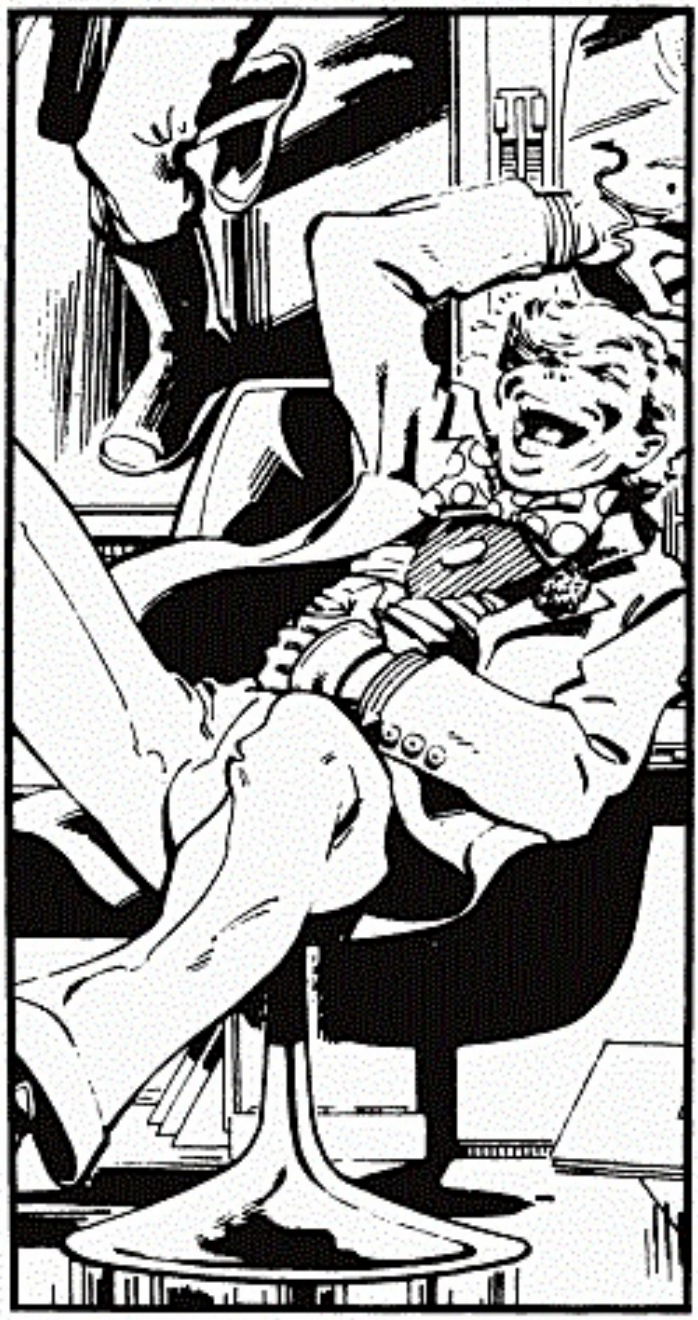
Design and manufacture of paraphernalia: Arcade

BIBLIOGRAPHY

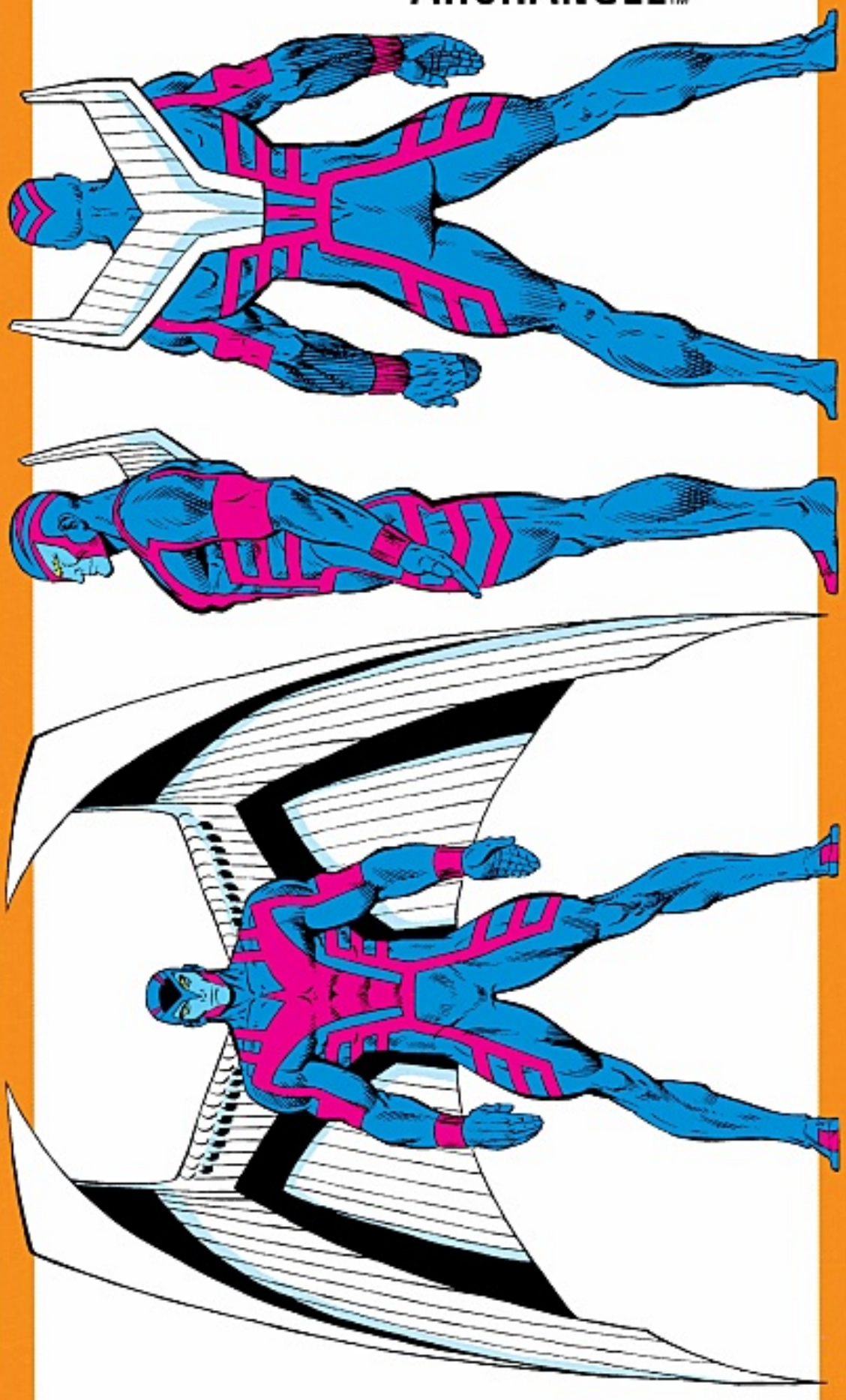
First appearance: MARVEL TEAM-UP #65

Origin issue: (alleged) UNCANNY X-MEN #124

Significant issues: MARVEL TEAM-UP #65-66 (trapped Captain Britain and Spider-Man in Murderworld, defeated by them); UNCANNY X-MEN #122-124 (hired by Juggernaut and Black Tom Cassidy to kill X-Men, defeated by them); MARVEL TEAM-UP #89 (aided Spider-Man and Nightcrawler in defeating Amos Jardine); UNCANNY X-MEN #145-147 (captured by Doctor Doom robot, rescued by X-Men); UNCANNY X-MEN #177 (ran training program for Mystique); UNCANNY X-MEN #197 used Colossus and Shadowcat as pawns in murder games with Miss Locke); UNCANNY X-MEN #204 (thwarted by Nightcrawler from killing Judith Rassendyll); EXCALIBUR #4-5 (captured Courtney Ross, defeated by Excalibur, turned over to British police); MARVEL COMICS PRESENTS #31-38 (used robotic Loonies in attempt to kill Excalibur); MARVEL FANFARE #50 (trapped Beast and Iceman in Murderworld); MARVEL COMICS PRESENTS #103 (captured Guardian II, defeated by Puck); SPIDER-MAN #25 (employed advanced virtual reality technology against Spider-Man and Captain Britain)



ARCHANGEL™



ARCHANGEL

BIOGRAPHICAL DATA

Real name: Warren Kenneth Worthington III
Other current aliases: None
Former aliases: Angel, Avenging Angel, Death III, Dark Angel
Dual identity: Publicly known
Current occupation: Adventurer
Former occupation: Former chairman of the board and principal stockholder of Worthington Industries, former agent of Apocalypse
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Centerport, Long Island, New York
Marital status: Single
Known relatives: Warren K. Worthington (grandfather, deceased), Warren K. Worthington, Jr. (father, deceased), Kathryn Worthington (mother, deceased), Burt Worthington (Dazzler I, paternal uncle)
Known confidants: Professor Xavier, Beast, Iceman, Marvel Girl, Cyclops, Charlotte Jones, (former) Candace "Candy" Southern
Known allies: X-Men, X-Factor II, X-Terminators II, former colleagues in Champions of Los Angeles and Defenders, (former) Apocalypse, Apocalypse's Horsemen
Major enemies: Apocalypse, Cameron Hodge, Magneto, the Right, the Marauders, the Ravens
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: Champions headquarters, Los Angeles, California; Defenders Mansion, Colorado Rocky Mountains; X-Factor headquarters, New York City; Apocalypse flying fortress; X-Factor "Ship," New York City
Current group membership: X-Men
Former group membership: Champions of Los Angeles, Defenders, X-Factor I, Apocalypse's Horsemen
Extent of education: Earned college degree at Professor Xavier's School for Gifted Youngsters

PHYSICAL DESCRIPTION

Height: 6'
Weight: 150 lbs
Eyes: Blue
Hair: Blonde
Other distinguishing features: As the Angel, he possessed large wings with a 16" wingspan from wingtip to wingtip resembling those of a birds. Due to Apocalypse's genetic engineering, Archangel now has light blue skin, and the feathers of his wings are now composed of a hard, sharp organic material that resembles the "organic steel" of the body of the mutant Colossus.

POWERS AND ABILITIES

Intelligence: Normal

Strength: Peak human; however, Archangel's wings possess superhuman strength and can create enough lift to enable him to carry aloft at least 500 pounds in addition to his own body weight.
Speed: Athlete
Flight speed: Speed of sound
Stamina: Enhanced human
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant, trained in unarmed combat at Xavier's school, received further coaching in the Champions from Black Widow and Hercules.
Special skills and abilities: Highly capable businessman
Superhuman physical powers: Wings that enable flight, and that fold themselves against his back when not in use. Entire anatomy adapted to flight, including hollow bones, body virtually devoid of fat and with greater proportionate muscle than a normal human being, eyes that are able to withstand high speeds, and respiratory system enabling him to breathe at high velocities and high altitudes. At will he can project his bio-metallic feathers out from his wings at great speed and with tremendous force, enabling them to pierce even steel. the feathers are tipped with a paralyzing chemical generated by Archangel's body. If the chemical enters a victim's bloodstream, it will temporarily disrupt his neurons, slowing his movements. Archangel is apparently immune to this chemical.
Superhuman mental powers: None
Special limitations: Archangel does not have complete control over his feathers, which will sometimes shoot from his wings against his conscious will in response to his unconscious aggressive drives.
Source of superhuman powers: Genetic mutation, further augmented by Apocalypse

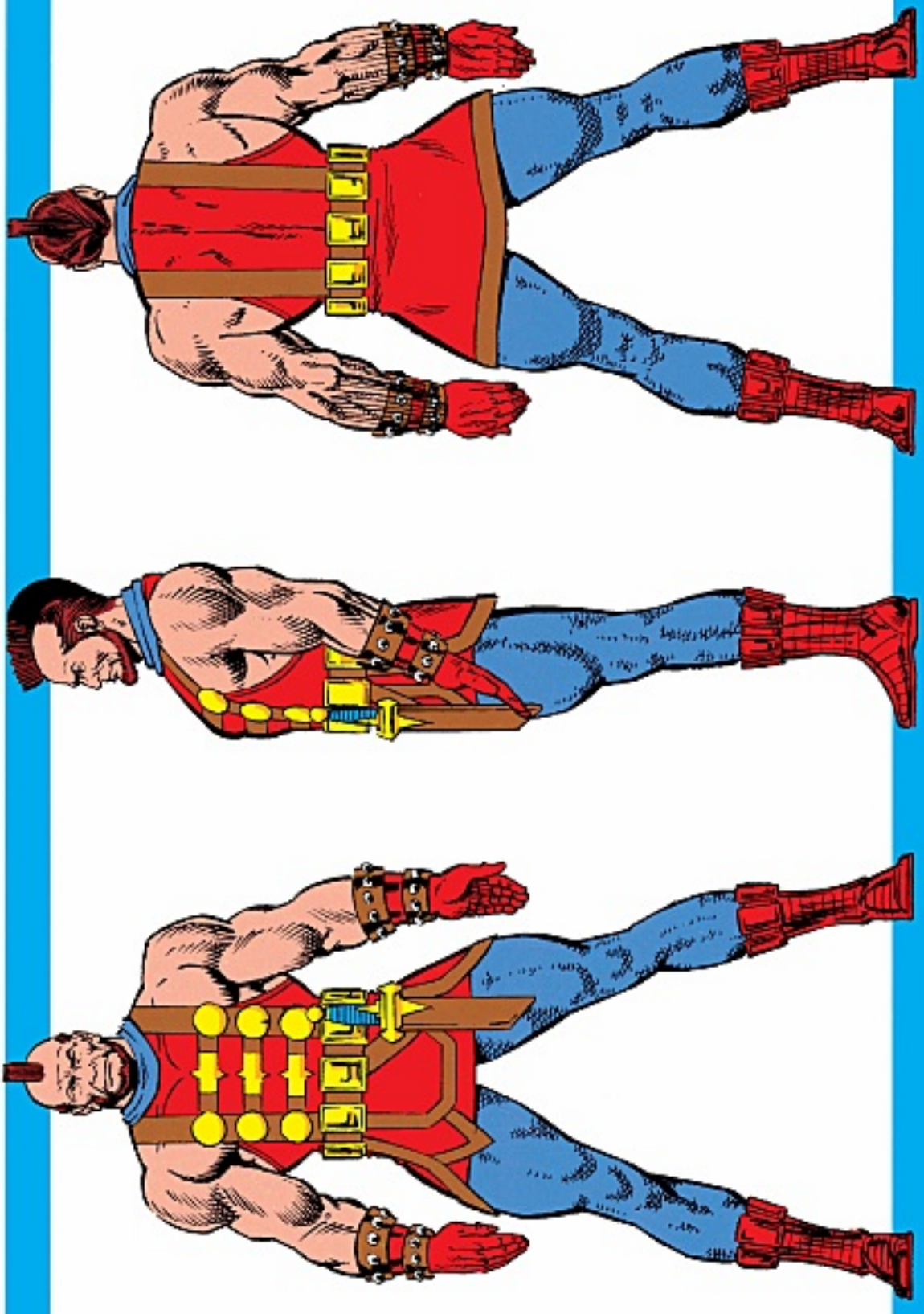
PARAPHERNALIA

Costume specifications: Unknown fabrics
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Professor X, Apocalypse

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #1
Origin issue: X-MEN Vol. 1 #54-56
Significant issues: X-MEN Vol. 1 #1 (with original X-Men, first battled Magneto); KAZAR Vol. 1 #2-3, MARVEL TALES #30 (took vengeance on Dazzler I for killing his father); X-MEN Vol. 1 #94 (left X-Men); CHAMPIONS #1-3 (became founding member of Champions of Los Angeles); UNCANNY X-MEN #138 (rejoined X-Men); X-FACTOR #1 (rejoined with original members of the X-Men to found X-Factor I)

ARES™



ARES

BIOGRAPHICAL DATA

Real name: Ares
Other current aliases: Mars (his Roman name)
Former aliases : Mr. Tallon, alias the Warhawk
Dual identity: None in Olympus, believed to be a mythological character by the general populace of Earth
Current occupation: God of War
Former occupation: None
Citizenship: Olympus
Legal status: No criminal record
Place of birth: Olympus
Marital status: Married

Known relatives: Zeus (father), Hera (mother), Enyo (wife), Deimos, Phobos (sons), Neptune (Poseidon) and Pluto (uncles), Demeter, Hestia (aunts), Apollo, Dionysus, Hercules, Hermes (half-brothers), Venus (Aphrodite), Athena, Artemis (half-sisters)
Known confidants: None
Known allies: Enchantress, Bia, Pluto, Hippolyta
Major enemies: Hercules, Zeus, Thor, the Avengers, Namor the Sub-Mariner, Venus, Prometheus I
Usual base of operations: Olympus
Former bases of operations: None
Current group membership: Gods of Olympus
Former group membership: Leader of the Warhawks
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 500 lbs.
Eyes: Brown
Hair: Reddish-brown

POWERS AND ABILITIES

Other distinguishing features: None
Intelligence: Normal
Strength: Superhuman Class 75
Stamina: Godlike
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, mastery of all Olympian weaponry
Special skills and abilities: None known
Superhuman physical powers: In

adition to the above listed physical abilities, Ares possesses virtual immortality.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Ares is a member of the race of superhumans known as the gods of Olympus.

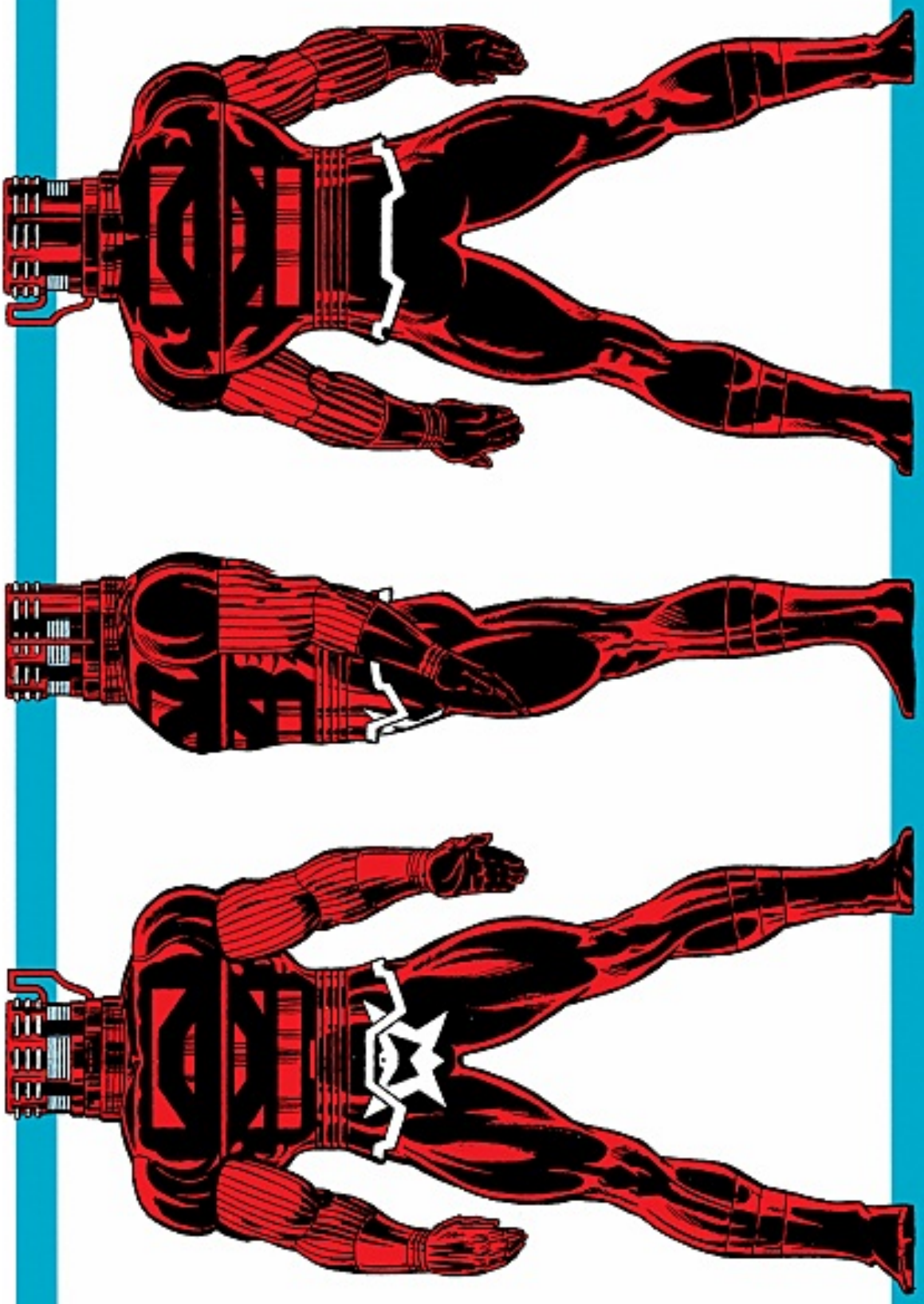
PARAPHERNALIA

Costume specifications: Olympian materials
Personal weaponry: Spear, battleaxe, sword, and dagger
Special weaponry: Various, as needed
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Forges of Olympus

BIBLIOGRAPHY

First appearance: THOR #129
Origin issue: Ares' origin is as yet undepicted.
Significant issues: THOR #129 (refused to battle on Hercules' behalf against Pluto); AVENGERS #38 (fought duel with Hercules, formed alliance with the Enchantress to make Hercules her slave and ally against the Avengers); AVENGERS #98-100 (organized the Warhawks, battled the Avengers; dispatched Kratos and Bia to capture Hercules; allied with Enchantress, used the Black Knight's Ebony Blade to quench the Promethean Flame and conquer Olympus, battled Avengers, defeated by Thor and Black Knight); SUB-MARINER #57 (battled Namor the Sub-Mariner and Venus); THOR #221-222 (formed alliance with Pluto, kidnapped Krista, attempted to foment war between Olympus and Asgard); CHAMPIONS #1-3 (plotted with Pluto and Hippolyta to marry Hercules and Venus to Hippolyta and himself); THOR ANNUAL 38 (in ancient times, took part in the Trojan War, wounded by Diomedes); THOR #289 (alongside Zeus, struck alliance with Odin against the Eternals); THOR #291 (battled Ikaris); AVENGERS #281-285 (alongside fellow Olympians, battled Avengers at Zeus's behest, defeated by Namor, forbidden to set foot on Earth by Zeus)

ARISHEM™



ARISHEM THE JUDGE

BIOGRAPHICAL DATA

Real name: Arishem
Other current aliases: The Judge
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of Arishem's existence
Current occupation: Leader of Celestial landing parties
Former occupation: Second-in-command of the Fourth Celestial Host
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: Unrevealed
Marital status: Unrevealed, possibly inapplicable
Known relatives: Unrevealed, possibly inapplicable
Known confidants: Unrevealed, possibly inapplicable
Known allies: The Celestials, Thane Ector, the Bretheren
Major enemies: Unknown
Usual base of operations: Unknown, Celestials have moved throughout known space
Former bases of operations: Unknown
Current group membership: The Celestials
Former group membership: The First, Second, Third and Fourth Celestial Hosts
Extent of education: Unknown, perhaps inapplicable

PHYSICAL DESCRIPTION

Height: 2000' (approximately)
Weight: Unrevealed
Eyes: Unrevealed, perhaps inapplicable
Hair: Unrevealed, perhaps inapplicable
Other distinguishing features: Despite its immense size, Arishem apparently has the bodily proportions of a humanoid being evolved in Earth's atmosphere and gravity. The runes engraved on his right thumb contain the formula for world destruction

POWERS AND ABILITIES

Intelligence: Unrevealed, possibly immeasurable
Strength: Unrevealed, possibly immeasurable
Speed: Normal
Stamina: Unrevealed, possibly immeasurable
Durability: Unrevealed, possibly totally indestructible
Agility: Normal, possibly below normal
Reflexes: Normal, possibly below normal
Fighting skills: Unrevealed, if any
Special skills and abilities: Unrevealed
Superhuman physical powers: Celestials are total enigmas, whose physical powers may be equal or superior to the most powerful physical beings in the known universe.
Superhuman mental powers: Unknown, probably telepathy and other psionic pow-

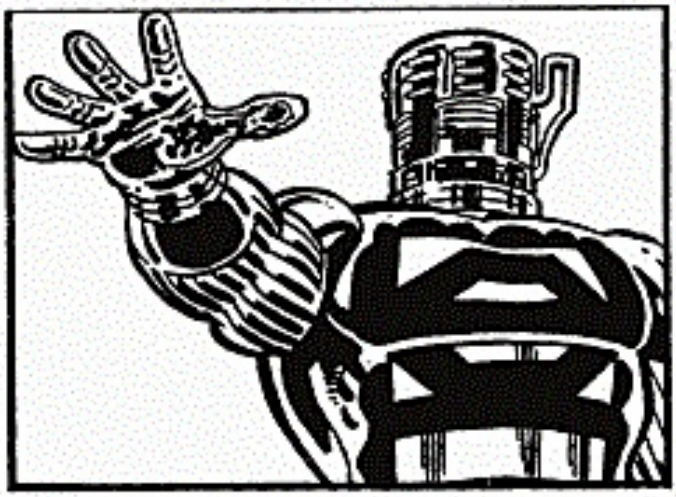
ers
Special limitations: Unknown, but the Celestials do not appear to have the capacity to time or dimension travel
Source of superhuman powers: Unknown

PARAPHERNALIA

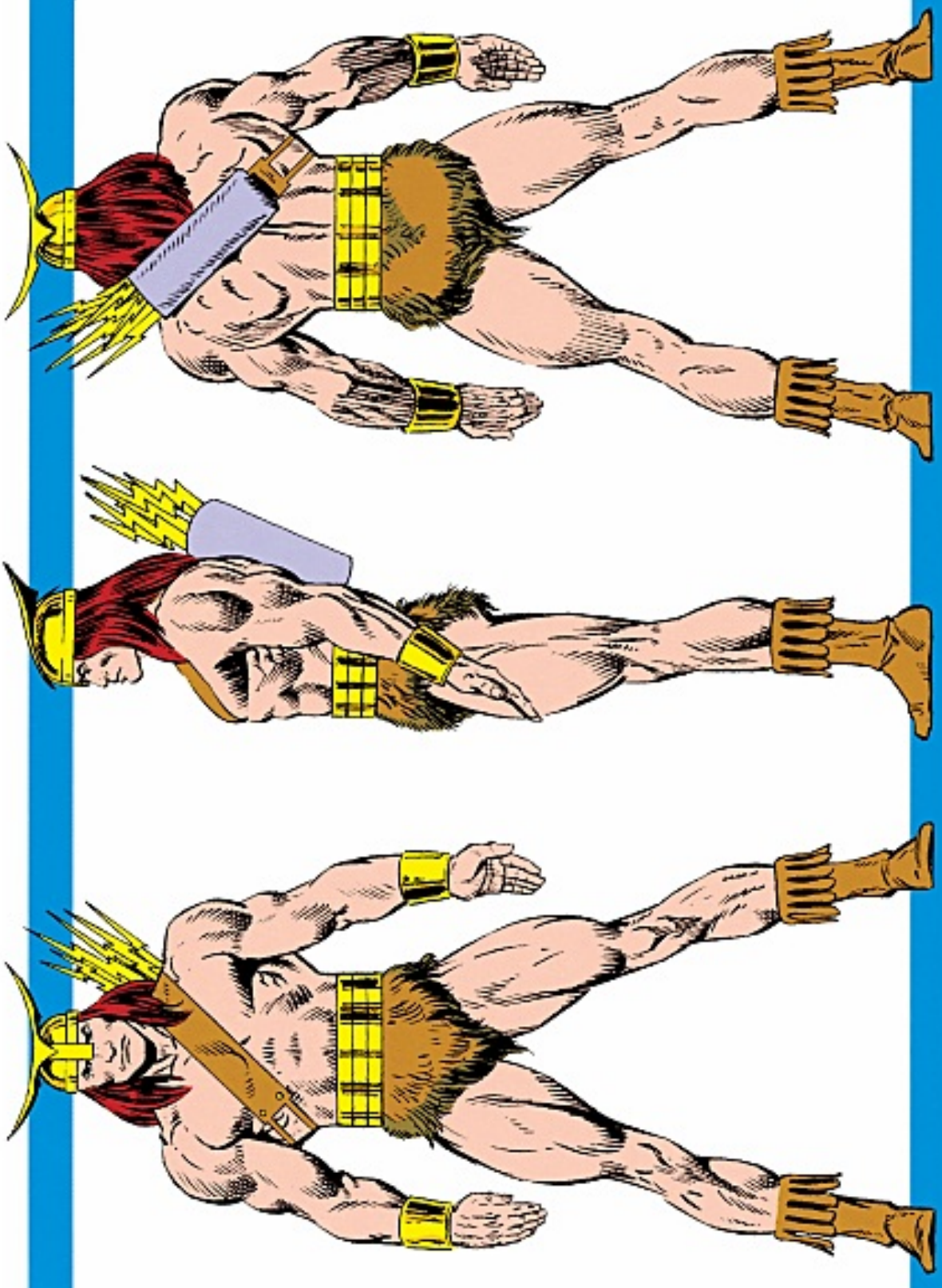
Costume specifications: Unknown, possibly armament or tissue composed of unrevealed alien metal
Personal weaponry: Unrevealed
Special weaponry: Unrevealed
Other accessories: Unrevealed
Transportation: All Celestials can levitate. The Fourth Celestial Host travels through space by means of an immense mothership almost as large as Earth's moon. It is unknown if Celestials can convert themselves to energy for teleportation like the Watchers can.
Design and manufacture of paraphernalia: Unknown

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #2
Origin issue: Arishem's origin is as yet unrevealed.
Significant issues: ETERNALS Vol. 1 #2 (arrived on Earth with Fourth Celestial Host); ETERNALS Vol. 1 #7 (first sighted by human beings, began 50-year judgment of Earth); THOR #300 (revealed that during Third Celestial host he had accepted the Earth Gods' vow of non-interferance in Celestials' affairs; with the other members of the Fourth Host in Peru, repulsed attack by the Destroyer, the Uni-Mind, and Thor, judged Earth worthy, left Earth); THOR #387-389 (judged Pangoria unworthy of life; with Exitar, began purification process and transformed Pangoria into virtual paradise); X-FACTOR #50 (arrived to judge a planet but attacked by X-Factor I, the Chosen, the Rejects, and the Beginagins; allowed planet to live and departed); FANTASTIC FOUR ANNUAL #23 (appeared before Kubik and Kosmos on their tour of the planes of existence); QUASAR #24 (destroyed unnamed planet; encountered Maelstrom); QUASAR #25 (alongside the Watchers, Galactus, the Rigellians, and the Elan, witnessed the final battle between Quasar and Maelstrom); AVENGERS #339 (eons ago, created the Brethren from bacteria, employed them to destroy unworthy worlds, later released them from his service)



ARKON™



ARKON

BIOGRAPHICAL DATA

Real name: Arkon
Other current aliases: Arkon the Imperion, Arkon the Magnificent
Former aliases: None known
Dual identity: None; the general populace of Earth is aware of Arkon's existence
Current occupation: Imperion (ruler) of Polemachus
Former occupation: None known
Citizenship: Realm of Polemachus
Legal status: No known criminal record
Place of birth: Polemachus
Marital status: Single
Known relatives: None
Known confidants: Thundra, Storm
Known allies: Grand Vizier of Polemachus ("Old One"), Thundra, X-Men, (occasional) Avengers, Enchantress, Fantastic Four
Major enemies: Badoon, Clea, Doctor Strange, (occasional) Avengers, Fantastic Four, (former) Thundra
Usual base of operations: Imperion's palace, Polemachus
Former bases of operations: None known
Current group membership: None
Former group membership: None
Extent of education: Unrevealed, but highly trained in Polemachan arts

PHYSICAL DESCRIPTION

Height: 6'
Weight: 400 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 75
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Extraordinary hand-to-hand combatant and swordsman, highly skilled in the usage of his throwing weapons
Special skills and abilities: Cunning military strategist
Superhuman physical powers: Aside from the above listed attributes, Arkon has a faster recuperation rate than normal Earth humans
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Member of an otherdimensional alien race

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: Employs energy weapons that are shaped like stylized lightning bolts and which consist of solid matter until they hit their target. They then convert into pure energy. His scarlet bolts cre-

ate a concussive force equivalent to that of ten pounds of TNT. His black bolts (D-bolts) can exert a force equivalent to 20 tons of TNT. He also carries a shield of unknown composition

Special weaponry: On occasion a sword or a small nuclear device that he can detonate

Other accessories: None known

Transportation: Energy devices resembling golden stylized lightning bolts, which convert to pure energy on striking their target. These golden bolts can open temporary portals between dimensions, enabling him to transport himself and others to alternate worlds. Also rides dinosaur-like reptilian mounts, some of which walk on two legs and others on four. Other reptilian mounts he uses have wings enabling them to carry him through the air.

Design and manufacture of paraphernalia: Scientists and craftsmen of Polemachus

BIBLIOGRAPHY

First appearance: AVENGERS #75

Origin issue: Arkon's origin is as yet unrevealed.

Significant issues: AVENGERS #75-76 (abducted Scarlet Witch, intending to marry her; sought to destroy Earth to reenergize Energy Ring that lights Polemachus; battled Avengers; Iron Man and Thor restored Energy Ring's power); AVENGERS #84 (allied with Enchantress against the Avengers, later reconciled with the Avengers); FANTASTIC FOUR #160, 162-163 (attempted to foment interdimensional war, thwarted by Fantastic Four); UNCANNY X-MEN ANNUAL #3 (battled X-Men, abducted Storm back to Polemachus, became X-Men's ally when they reenergized Energy Ring); UNCANNY X-MEN ANNUAL #5 (allied with X-Men when Badoon tried to takeover Polemachus); WEST COAST AVENGERS #31 (fought Wonder Man to punish him for appearing in "Arkon" movies, told him to warn studio not to make any more); DOCTOR STRANGE Vol. 3 #12-13 (persuaded by Enchantress to kill Doctor Strange, sought to wed Clea by force, defeated by Clea); AVENGERS WEST COAST #75 (captured and brainwashed members of West Coast Avengers and Fantastic Four, led armies in war against Thundra's forces, engaged in personal combat with Thundra, fell in love with her)

ARMADILLO™

ARMADILLO

BIOGRAPHICAL DATA

Real name: Antonio Rodriguez
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Convict
Former occupation: Professional wrestler
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: San Antonio, Texas
Marital status: Married
Known relatives: Bonita Rodriguez (estranged wife)
Known confidants: None
Known allies: (former) Dr. Karl Malus
Major enemies: Captain America
Usual base of operations: Los Angeles, California
Former bases of operations: The Vault, Colorado
Current group membership: None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 7' 6"
Weight: 540 lbs.
Eyes: Brown
Hair: None
Other distinguishing features: Body resembles that of a humanoid armadillo

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Normal
Stamina: Superhuman
Durability: Superhuman
Agility: Normal
Reflexes: Normal

Fighting skills: Moderate experience in streetfighting techniques, moderate experience in utilizing transformed body for combat
Special skills and abilities: None
Superhuman physical powers: Superbility; claws able to rend cinderblock and mild steel, high degree of imperviousness to injury
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic experimentation

PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various, usually by foot
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #308
Origin issue: CAPTAIN AMERICA #308
Significant issues: CAPTAIN AMERICA #308 (dispatched by Dr. Karl Malus to break into West Coast Avengers Compound and free Goliath, battled Captain America, who released him after learning of sacrifice he made for comatose wife); CAPTAIN AMERICA #316 (on tour with the Unlimited Class Wrestling Federation, battled Captain America and Hawkeye, injured in fall off Empire State Building, arrested); CAPTAIN AMERICA #340 (went along with jailbreak in the Vault, surrendered to Vagabond to avoid further prosecution)

ARON™

ARON THE ROGUE WATCHER

BIOGRAPHICAL DATA

Real name: Aron
Other current aliases: The Rogue Watcher, the Renegade Watcher
Former aliases : None known
Dual identity: None; the general populace of Earth is unaware of the Watchers' existence.
Current occupation: Instigator, manipulator
Former occupation: Observer
Citizenship: Watchers' homeworld
Legal status: No criminal record
Place of birth: Watchers' homeworld
Marital status: Single
Known relatives: Uatu (uncle), Ikor (great-uncle)
Known confidants: None
Known allies: Dragon Man, (former) the Frightful Four (Wizard, Klaw, Titania II, Hydro-Man)
Major enemies: Fantastic Four, Ms. Marvel II, Uatu, the Frightful Four, Puppet Master, Molecule Man
Usual base of operations: Unrevealed location in the Arctic wastes
Former base of operations: A cavern somewhere in Jasper National Park, Alberta, Canada; the 100th floor of the Empire State Building, New York City; the Blue Area of Earth's moon; the Watchers' homeworld
Current group membership: None
Former group membership: Watchers
Extent of education: Highly extensive, but particulars of study unrevealed.

PHYSICAL DESCRIPTION

Height: Variable
Weight: Variable
Eyes: No visible irises
Hair: None
Other distinguishing features: Unusually large head in comparison with those of Earth humans

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Potentially incalculable (Watchers can augment their strength if they choose to, however they tend to minimize their physical activities)
Speed: Potentially orbital velocity (Watchers can augment their speed if they choose to, however they tend to minimize their physical activities)
Flight speed: Warp speed
Stamina: Immeasurable
Durability: Godlike
Agility: Metahuman
Reflexes: Metahuman
Fighting skills: Minimal; does not engage in hand-to-hand combat
Special skills and abilities: Extraordinary knowledge of the history of Earth's sentient beings
Superhuman physical powers: Apart from those listed above, Aron has the ability to manipulate cosmic energy for various

effects, including conversion of his body into a form of unknown energy (while retaining his sentience) for travel through hyperspace and then return to physical form, projection of cosmic energy as a concussive force, molecular manipulation of matter, interdimensional teleportation, creation of force fields, levitation, size transformations, alteration of his physical appearance, and enhancement of his physical attributes. Possesses virtual immortality (bolstered by treatment with "delta-rays")

Superhuman mental powers: Vast psionic abilities including telepathy, Illusion-casting, and energy-manipulation powers.

Special limitations: Watchers can die by losing the will to live.

Source of superhuman powers: Member of the Watcher's race, psionic powers further developed through training

PARAPHERNALIA

Costume specifications: Alien materials incorporating technology that shields him from detection by his fellow Watchers.

Personal weaponry: None

Special weaponry: Various as needed

Other accessories: Various alien artifacts and technology as needed.

Transportation: Interdimensional teleportation

Design and manufacture of paraphernalia: Various alien races throughout the universe

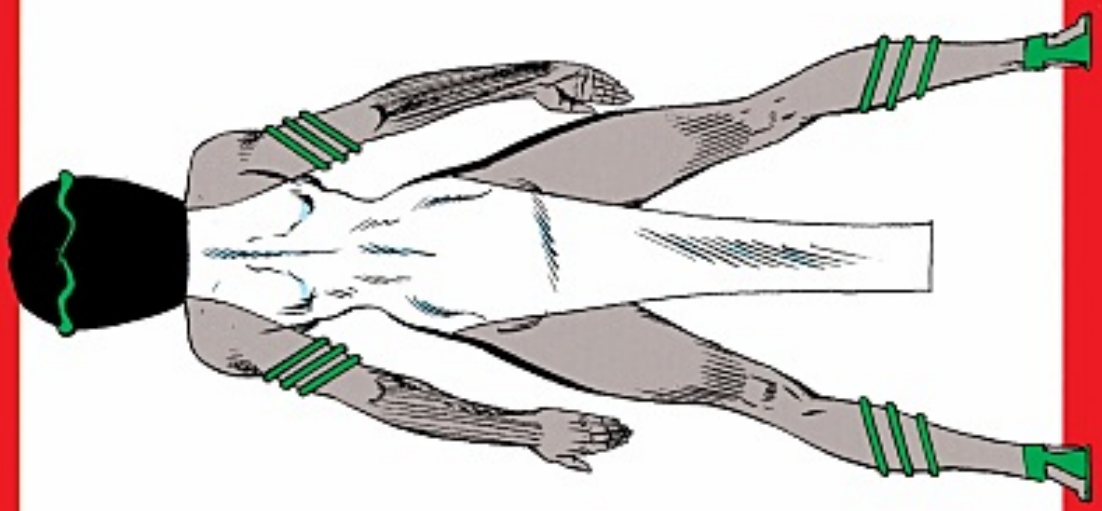
BIBLIOGRAPHY

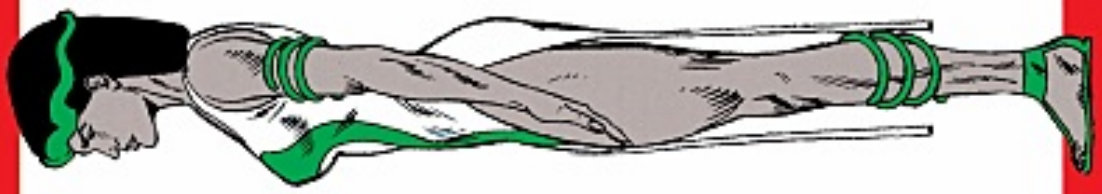
First appearance: CAPTAIN MARVEL Vol. 1 #39

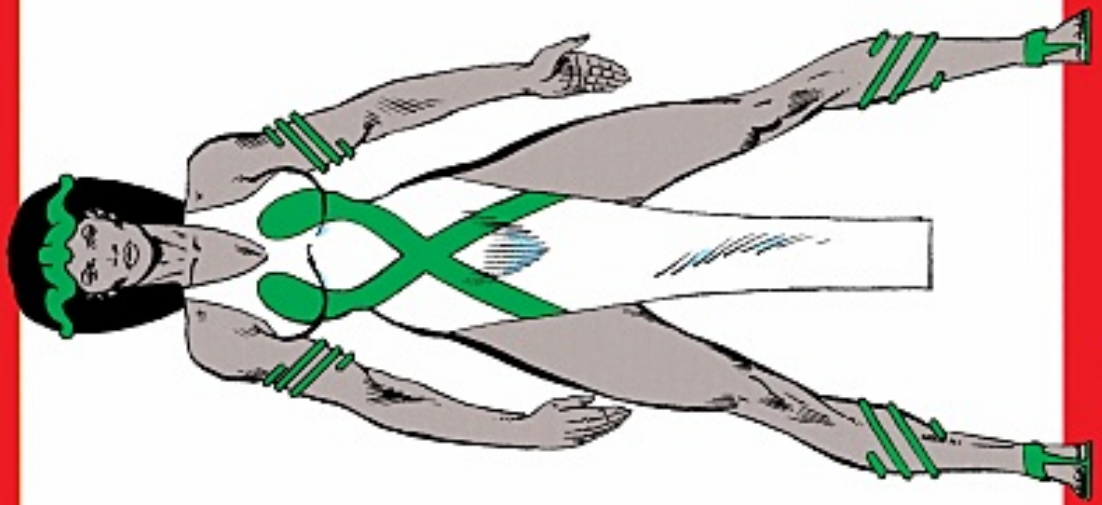
Origin issue: (Watcher's) TALES OF SUSPENSE #53; (Aron) Aron's origin is as yet unrevealed.

Significant issues: CAPTAIN MARVEL Vol. 1 #39 (on the Watchers' homeworld, observed Captain Mar-Vell and Rick Jones battling Mad-Eye, attended the trial of Uatu); FANTASTIC FOUR ANNUAL #21 (alongside Uatu, observed the trial of Uatu); FANTASTIC FOUR #321 (decided to forsake Watchers' oath and actively participate in events, established headquarters on Earth, set Dragon Man against She-Hulk and Ms. Marvel II, obtained cell samples from the Thing and Ms. Marvel II); FANTASTIC FOUR #322 (observed Fantastic Four battling Graviton, witnessed events of "Inferno"); FANTASTIC FOUR #323 (observed by Necrodamus); FANTASTIC FOUR #327 (joined forces with the Frightful Four against Fantastic Four); FANTASTIC FOUR #328-329 (quit the Frightful Four, created clones of Fantastic Four and Ms. Marvel II; imprisoned real Fantastic Four and Frightful Four in suspended animation while his clones replaced replaced the Fantastic Four, set clones against the Mole Man); FANTASTIC FOUR #330-333 (engineered "adventures" of clones, causing them to appear as criminals; clones battled Avengers and Dr. Strange; clones defeated by real FF)

ASP™







ASP II

BIOGRAPHICAL DATA

Real name: Cleo (last name unrevealed)
Other current aliases: The Temptress (her stage name)
Former aliases: None
Dual identity: Secret
Current occupation: Adventurer, exotic dancer
Former occupation: Professional criminal
Citizenship: Egypt
Legal status: No criminal record
Place of birth: Tanta, Egypt
Marital status: Unrevealed, presumably single
Known relatives: None
Known confidants: Black Mamba, Diamondback II
Known allies: Bad Girls Inc. (Black Mamba, Diamondback II, Impala), Sidewinder, Captain America, Paladin, (former) Serpent Society
Major enemies: Viper II, Serpent Society, Superia, Battleaxe, Steel Wind, Golddigger, (former) Captain America
Usual base of operations: Mobile
Former bases of operations: Serpent Citadel, upstate New York; Pink Flamingo lounge, New York City
Current group membership: Bad Girls Inc.
Former group membership: Serpent Society
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 245 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant
Special skills and abilities: Accomplished dancer with superb muscular control
Superhuman physical powers: Ability to generate and project "venom bolts" of an unknown form of radiant energy which can cause paralysis or death to living organisms
Superhuman mental powers: None
Special limitations: Must recharge her powers after prolonged use
Source of superhuman powers: Unrevealed

PARAPHERNALIA

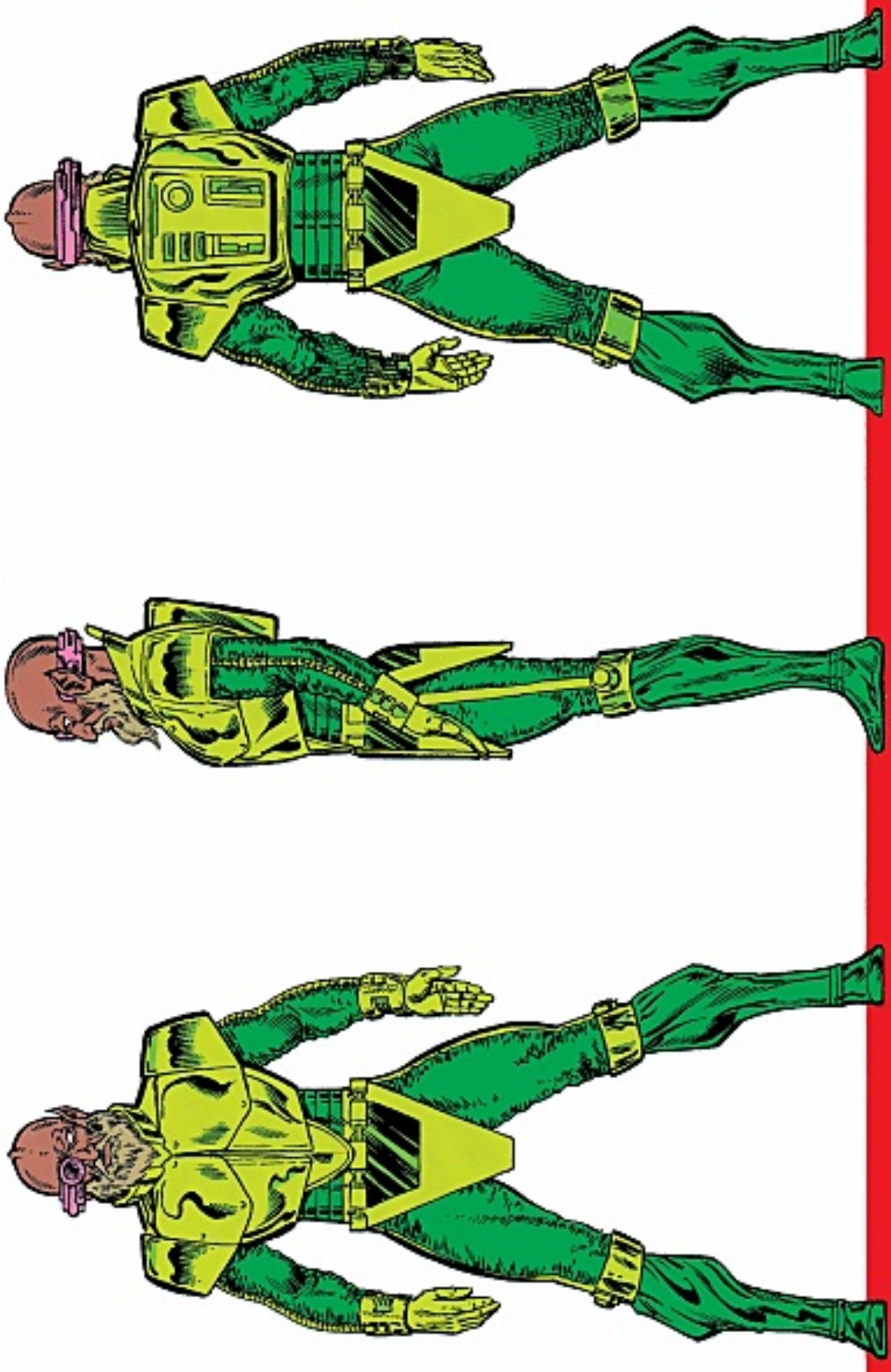
Costume specifications: Ordinary fabrics
Personal weaponry: None

Special weaponry: None
Other accessories: None
Transportation: Serpent-saucer
Design and manufacture of paraphernalia: (saucer) Advanced Idea Mechanics

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #310
Origin issue: The Asp's origin is as yet unrevealed.
Significant issues: CAPTAIN AMERICA #310 (joined Serpent Society); CAPTAIN AMERICA #311 (alongside Cottonmouth II, offered the Serpent Society's services to the Kingpin I); CAPTAIN AMERICA #313 (with other Serpent Society members, hired by AIM to hunt down Modok, battled Captain America); CAPTAIN AMERICA #315 (with Serpent Society, stole Modok's corpse from the morgue, turned it over to AIM); CAPTAIN AMERICA #319 (alongside Anaconda, confronted Ringmaster over Death Adder's murder); CAPTAIN AMERICA #342 (alongside Black Mamba, and Bushmaster, captured and poisoned by Viper II during her takeover of Serpent Society, rescued by Captain America and Diamondback II); UNCANNY X-MEN ANNUAL #13 (participated in Serpent Society mission to recover mystic objects for Ghaur and Llyra, battled the X-Men); CAPTAIN AMERICA #369 (skirmished with Captain America); CAPTAIN AMERICA #371 (with Anaconda and Black Mamba, shadowed Diamondback II on her first date with Steve Rogers, battled and defeated Gamecock); CAPTAIN AMERICA #380-382 (voted in favor of Diamondback II during Serpent Society's trial of her; contacted Sidewinder to rescue Diamondback II; with Black Mamba, Paladin, and Diamondback II, captured by King Cobra and Bushmaster II; alongside Captain America, Paladin, Diamondback II, and Black Mamba, defeated Serpent Society); CAPTAIN AMERICA #385 (formed Bad Girls Inc. with Black Mamba and Diamondback II, adopted new costume); CAPTAIN AMERICA #386-392 (with Diamondback II and Black Mamba, captured by Serpent Society, rescued by Modam, with other female costumed criminals, invited aboard Superia's cruise ship; with Black Mamba, helped Captain America, and Paladin escape Superia); CAPTAIN AMERICA #394-397 (with Black Mamba, learned Snapdragon was responsible for the attempted murder of Diamondback II, alongside Black Mamba and Impala, battled Battleaxe, Steel Wind, and Golddigger in "Bar With No Name," broke into former Serpent Society headquarters, battled Sersi, took abandoned Serpent Saucer)
Note: The Asp is not to be confused with the male thief of the same name who appeared with the Living Mummy in SUPERNATURAL THRILLERS.

ASTRONOMER™



ASTRONOMER

BIOGRAPHICAL DATA

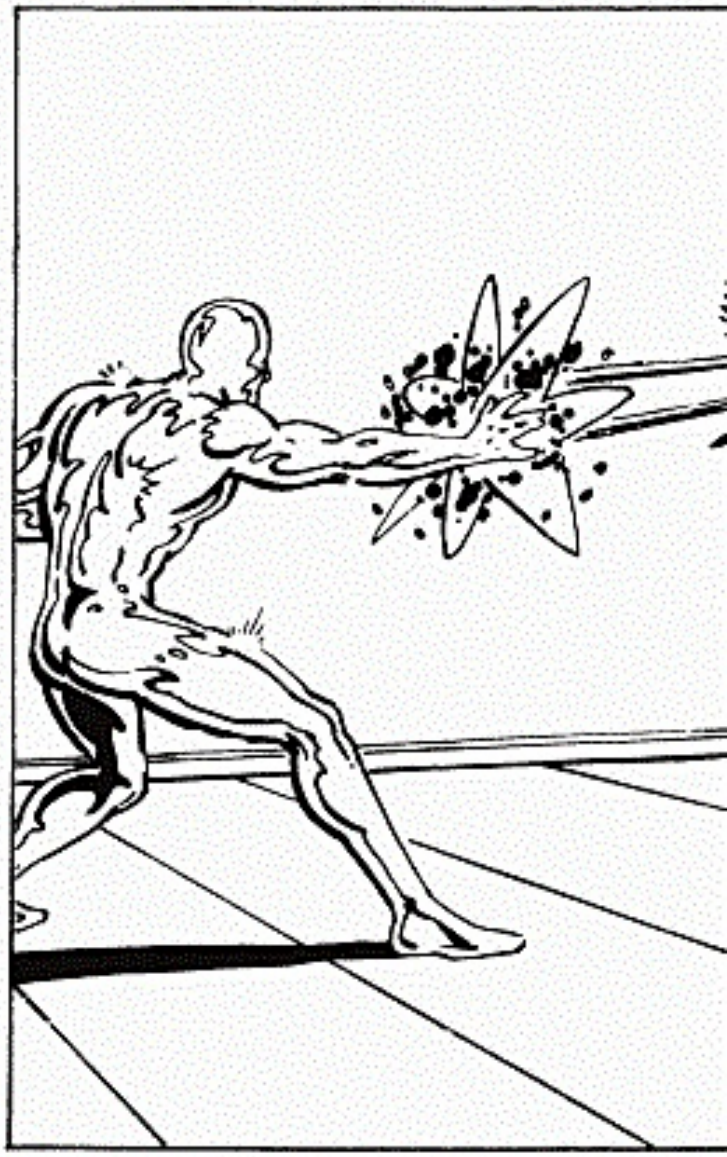
Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Astronomer
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: None
Place of birth: Unrevealed
Marital status: Presumed single
Known relatives: None
Known confidants: None
Known allies: Elders of the Universe, In-Betweener
Major enemies: Death, Galactus, the Silver Surfer
Usual base of operations: Mobile throughout the universe
Former bases of operations: Unrevealed
Current group membership: Elders of the Universe
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: Unrevealed
Eyes: Blue
Hair: Light brown
Other distinguishing features: The Astronomer's skin is a light reddish-brown.

POWERS AND ABILITIES

Intelligence: Superhuman intellect
Strength: Normal
Speed: Normal
Speed: Normal
Stamina: Normal
Durability: Totally indestructible
Agility: Normal



Reflexes: Normal
Fighting skills: None
Special skills and abilities: Vast knowledge of astronomy; knowledge of highly advanced alien technology
Superhuman physical powers: Virtual immortality; due to pact made with a personification of Death, the Astronomer cannot be killed by any means until Death revokes her vow; the ability to project laser beams from his hands
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: (of extreme longevity) A pact with Death; (of ability to project laser beams) Unrevealed

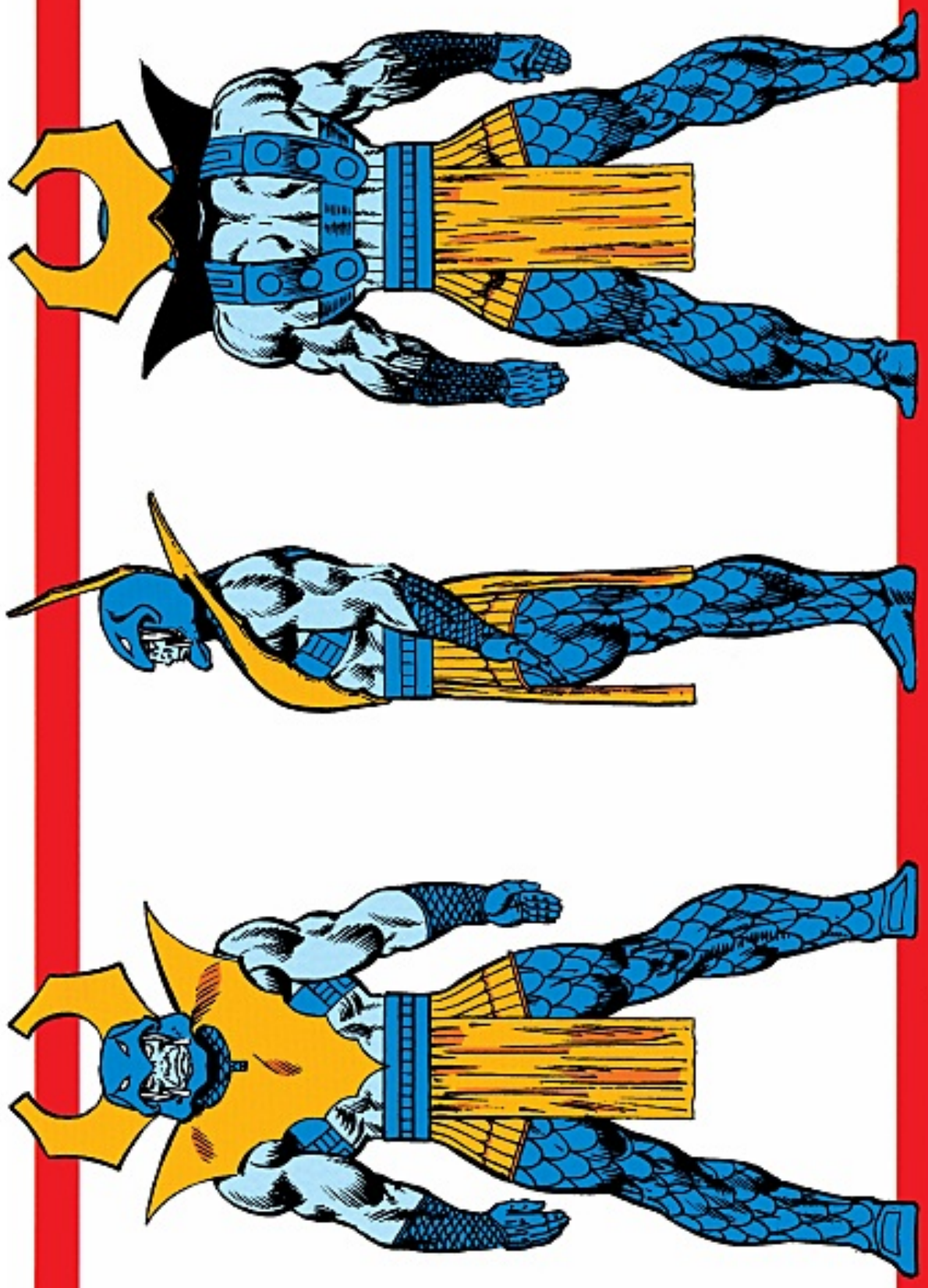
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: A device worn over the right eye which enables him to see over vast distances; the limits of this telescopic vision are as yet unrevealed
Transportation: Unrevealed
Design and manufacture of paraphernalia: Unknown

BIBLIOGRAPHY

First appearance: SILVER SURFER Vol. 2 #4
Origin issue: The details of the Astronomers origin have not yet been depicted
Significant issues: SILVER SURFER Vol. 2 #4 (participated in Elders' plot to kill Galactus); SILVER SURFER Vol. 2 #9 (swallowed by black hole); SILVER SURFER Vol. 2 #15 (revealed to have survived black hole, was transported to extradimensional universe); SILVER SURFER Vol. 2 #17 (returned to normal space; allied with the In-Betweener against the Silver Surfer)

ATTUMA™



ATTUMA

BIOGRAPHICAL DATA

Real name: Attuma
Other current aliases: None
Former aliases: Attuma the Barbarian, Lord of the Murky Depths
Dual identity: None
Current occupation: Ruler of Atlantis
Former occupation: Barbarian chieftain
Citizenship: Skarka
Legal status: World Court trial pending for war crimes in Atlantean attack on United States
Place of birth: Northern Atlantic Ocean
Marital status: Unknown (apparently previously married several times)
Known relatives: Gelva (former wife, probably deceased), Andromeda (daughter)
Known confidants: None
Known allies: Byrrah, Krang, Ikthon, Red Ghost, Dr. Dorcas, Tiger Shark, Tyrak, Lord Arno, Ghaur, Llyra, Merrano (U-Man), Orka
Major enemies: Namor the Sub-Mariner, the Avengers, the Fantastic Four, Andromeda
Usual base of operations: Atlantis
Former bases of operations: Atlantic Ocean
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 8"
Weight: 410 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Blue skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Water speed: Superhuman
Stamina: (in water) Superhuman, (on land) Athlete
Durability: Superhuman
Agility: (in water) Enhanced human, (on land) Athlete
Reflexes: (in water) Enhanced human, (on land) Athlete
Fighting skills: Expert hand-to-hand combatant, especially underwater, mastery of most Atlantean weapons
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Attuma has the ability to survive underwater for indefinite periods, ability to see clearly in the murky depths
Superhuman mental powers: None
Special limitations: Cannot survive out of water for more than 10 minutes without artificial aid
Source of superhuman powers: Attuma is a member of the evolutionary offshoot of the human race called *Homo Mermanus*, though he is stronger than the average member of his race

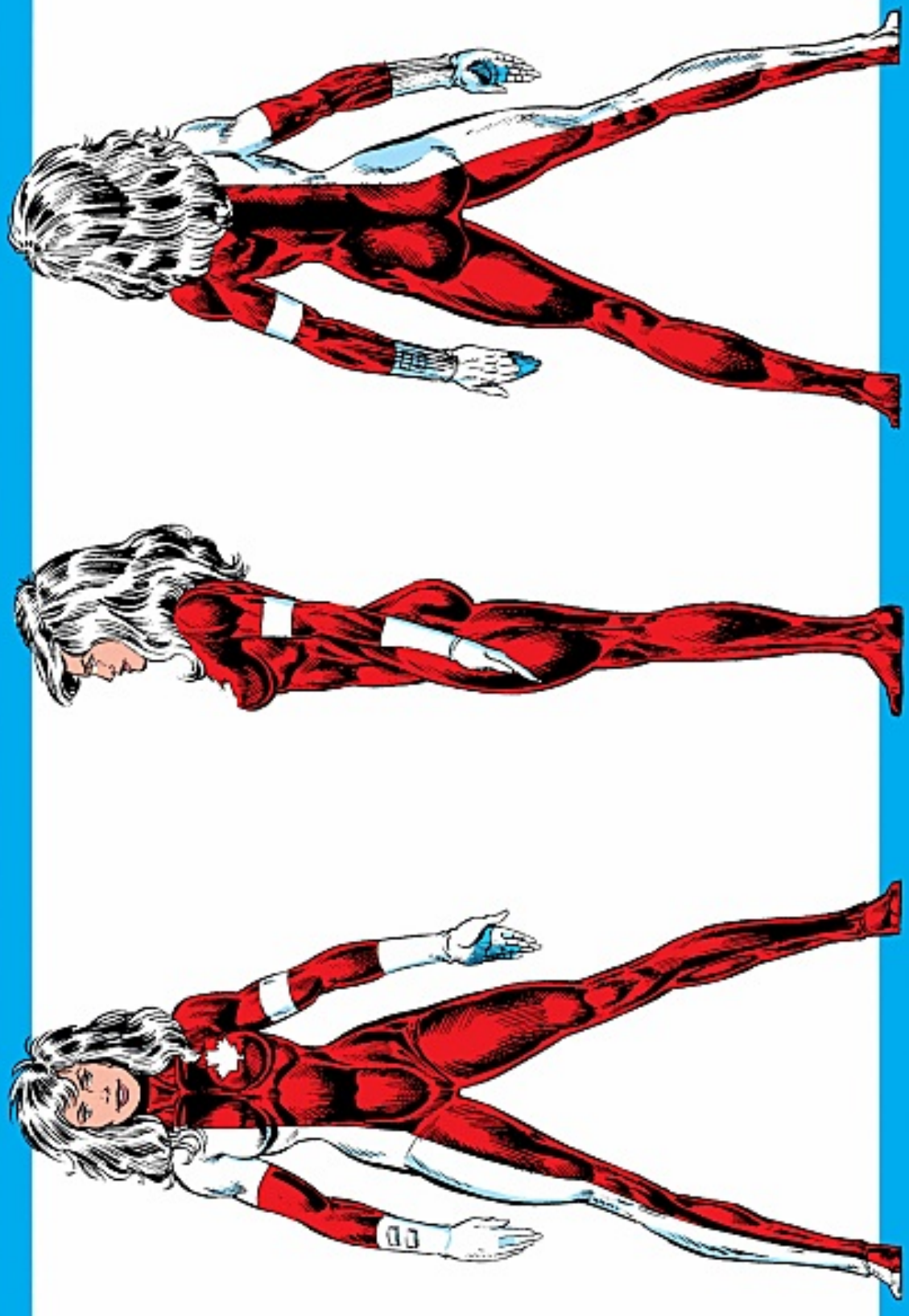
PARAPHERNALIA

Costume specifications: Atlantean materials
Personal weaponry: Three-pronged iron sword
Special weaponry: None
Other accessories: Various as needed
Transportation: Usually swimming under own power or Atlantean warships
Design and manufacture of paraphernalia: Unidentified Atlantean scientists, technicians and armorers

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #33
Origin issue: Attuma's origin is as yet unrevealed.
Significant issues: FANTASTIC FOUR #33 (led his followers in attempted invasion of Atlantis, defeated by Namor the Sub-Mariner and the Fantastic Four); TALES TO ASTONISH #66 (developed super-weapon with which to invade surface world, foiled by Iron Man); FANTASTIC FOUR ANNUAL #3 (among villains assembled by Doctor Doom to destroy the Fantastic Four); AVENGERS #26-27 (created tidal waves in attempted invasion of surface world, defeated by Avengers); SUB-MARINER #4 (enslaved nomadic Atlanteans after destruction of Atlantis); SUB-MARINER #36-37 (attempted invasion of Atlantis during wedding of Namor and Dorma); DEFENDERS #7-8 (allied with Red Ghost, used mind-controlled sea creatures in attempted conquest of surface world; defeated by theDefenders);SUPER-VILLAINTEAM-UP #1-3 (allied with Dr. Dorcas and Tiger Shark, invaded Hydrobase, defeated by Namor and Doctor Doom); AVENGERS #154-156/ SUPER-VILLAIN TEAM-UP#9 (enslaved Avengers to use them against Namor; unintentionally instigated battle between Avengers and Doctor Doom; defeated by Namor, Doom, and Avengers); ALPHA FLIGHT #33-36 (following Namor's abdication, hired with his men as mercenaries to end Atlantean civil war, took command of Atlantis, captured Marrina); ALPHA FLIGHT #39/AVENGERS #272 (defeated by Namor, Avengers, and Alpha Flight, who rescued Marrina; allowed to remain ruler of Atlantis); AVENGERS ANNUAL #17 (during events of Evolutionary War, joined forces with Lemurians and reserve Avengers against High Evolutionary); IRON MAN ANNUAL #10 (formed alliance with Ghaur and Llyra to revive elder god Set and rule Earth, battled Iron Man and Namor, learned Andromeda is his daughter); AVENGERS ANNUAL #18 (mobilized forces against United States); X-FACTOR ANNUAL #4 (abducted Marvel Girl, defeated Andromeda in personal combat); WEB OF SPIDER-MAN ANNUAL (led Atlantean forces, in invasion of New York, battled Spider-Man and Fantastic Four; surrendered upon learning that his Lemurian allies attacked and destroyed Atlantis)

AURORA™



AURORA

BIOGRAPHICAL DATA

Real name: Jeanne-Marie Beaubier
Other current aliases: None
Former aliases : None
Dual identity: Secret, known to the Canadian government
Current occupation: Adventurer
Former occupation: Teacher of history and geography, nun
Citizenship: Canada
Legal status: No criminal record
Place of birth: Montreal, Quebec, Canada
Marital status: Single
Known relatives: Jean-Paul Beaubier (Northstar, brother)
Known confidants: Walter Langkowski (Sasquatch), Jean-Paul Beaubier (Northstar)
Known allies: Alpha Flight, Wolverine, X-Men, Fantastic Four, X-Factor II
Major enemies: Gilded Lily, Headlok, Pink Pearl, Deadly Ernest, the Master, Loki
Usual base of operations: Alpha Flight Headquarters, Department H, Toronto, Canada
Former bases of operations: LaVelle, Quebec, Canada; Alpha Flight Headquarters, Tamarind Island, British Columbia, Canada; convent of St. Anne de Beaupre, Quebec, Canada
Current group membership: Alpha Flight
Former group membership: Beta and Gamma Flight
Extent of education: Masters degree in Education

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 125 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Pointed ears

POWERS AND ABILITIES

Intelligence: Normal
Strength: (upper body) Athlete, (lower body and legs) Enhanced human
Speed: Speed of sound
Flight speed: Sub-light speed
Stamina: Superhuman
Durability: Enhanced human
Agility: Peak human
Reflexes: Superhuman
Fighting skills: Moderately skilled hand-to-hand combatant using a style utilizing her superhuman speed, received coaching from Puck and Wolverine
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Aurora can create cyclones by running in circles, can run up walls and across water, can breathe while traveling at subsonic speeds; possesses the ability to generate a brilliant white light (that formerly bestowed a feeling of inner peace upon the other persons.)
Superhuman mental powers: None
Special limitations: Aurora suffers from multiple personality disorder, which in the

past has manifested itself through various distinct personae. At present she has reverted to her original "split personality," that of repressed, deeply religious Jeanne-Marie and the uninhibited Aurora. Her superhuman powers alter in various ways depending on which of her personalities is dominant at the time.

Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made of special materials for protection from friction and other hazards of superhuman speed

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Flight under own power

Design and manufacture of paraphernalia: Department H

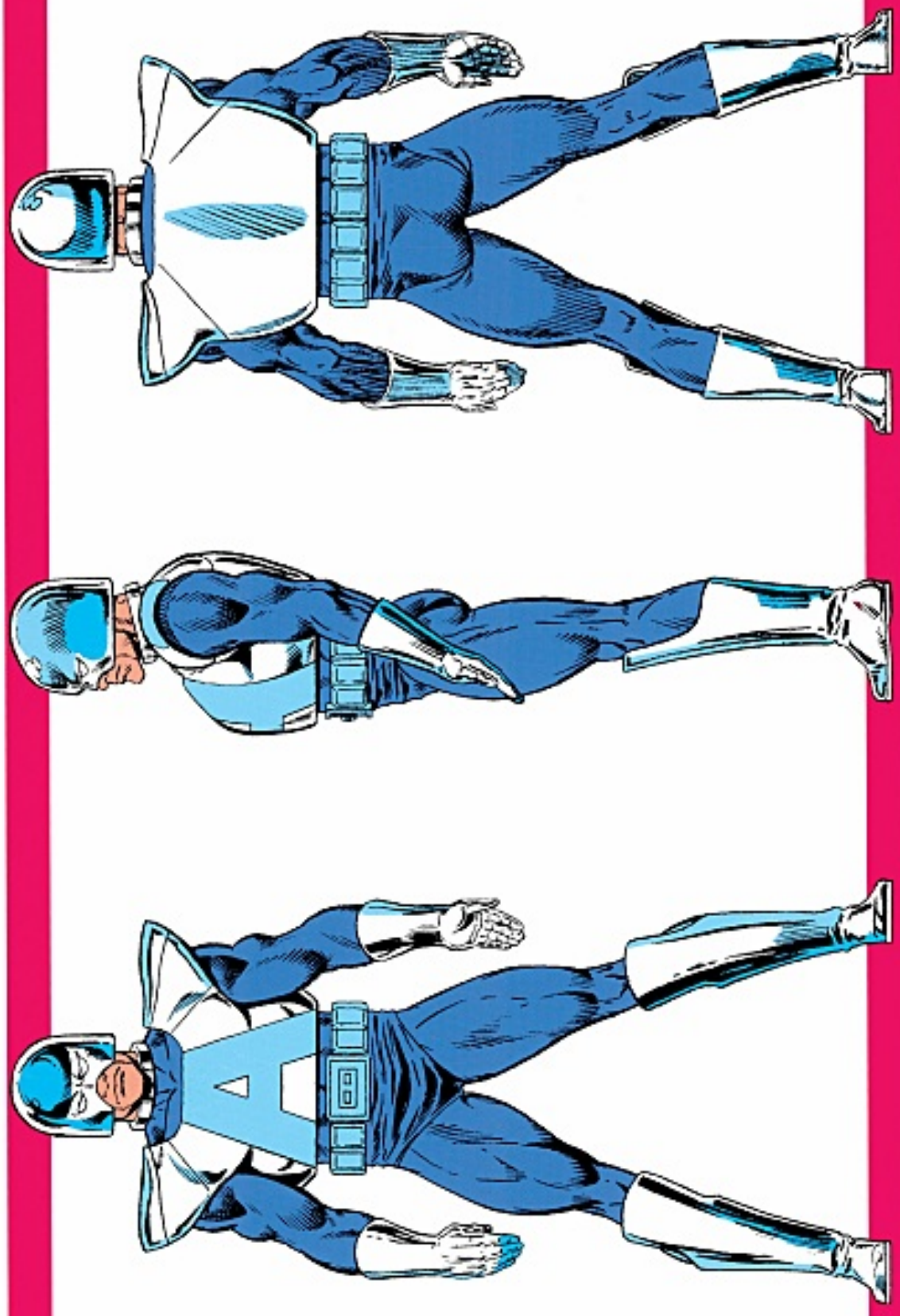
BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #120

Origin issue: ALPHA FLIGHT #9

Significant issues: UNCANNY X-MEN #120-121 (aided Alpha Flight in combatting X-Men to capture Wolverine); ALPHA FLIGHT #7-8 (battled Deadly Ernest with Northstar); ALPHA FLIGHT #9 (recounting of how she discovered her superhuman powers and developed her Aurora persona, and how Wolverine recruited her into Alpha Flight); ALPHA FLIGHT #10 (recounting of how she first met Northstar); ALPHA FLIGHT #17 (powers altered by Walter Langkowski); ALPHA FLIGHT #20-21 (was captured by Gilded Lily, rescued by Sasquatch, who began to suspect she was manifesting a third personality); ALPHA FLIGHT #22 (battled Pink Pearl with Northstar); X-MEN AND ALPHA FLIGHT #1-2 (temporarily cured of her multiple personalties; alongside X-Men and Alpha Flight, battled Loki); ALPHA FLIGHT ANNUAL #1 (attacked by Gilded Lily); ALPHA FLIGHT #46 (was captured by insane Roger Bochs [Box I], rescued by Alpha Flight); ALPHA FLIGHT #50 (deceived by Loki into believing her mother was a Light Elf, journeyed to Alfheim, seemingly expended all her superhuman power in curing Northstar of fatal illness; entered a convent); ALPHA FLIGHT #81-82, 85 (left the convent and was transported to Asgard; helped rescue Northstar in Alfheim, discovered she had regained her superhuman powers, rejoined Alpha Flight); ALPHA FLIGHT #88-89 (discovered she could now generate light that bestowed inner peace in others); ALPHA FLIGHT #93-96 (with Alpha Flight and Fantastic Four, contended against Headlok); ALPHA FLIGHT #102-104 (was mentally manipulated by Headlok, causing her to revert to her original split personality, killed Headlok); ALPHA FLIGHT #105 (rematch with Pink Pearl)

AVALANCHE™



AVALANCHE

BIOGRAPHICAL DATA

Real name: Dominic Petros
Other current aliases: None known
Former aliases: None known
Dual identity: Publicly known
Current occupation: Unrevealed
Former occupation: Professional criminal, terrorist, subversive, special government operative
Citizenship: Naturalized United States citizen, former Greek citizen
Legal status: Formerly wanted as an outlaw, granted presidential pardon
Place of birth: Unrevealed location in Crete
Marital status: Married
Known relatives: Helen (wife)
Known confidants: None
Known allies: (former) Brotherhood of Evil Mutants IV/Freedom Force, Landslide
Major enemies: X-Men, Hulk, Avengers, Desert Storm, Rust Collins, Skins, (former) X-Factor I, New Mutants, Rom, Reavers
Usual base of operations: Unrevealed
Former bases of operations: The Pentagon, Arlington, Virginia
Current group membership: None
Former group membership: Brotherhood of Evil Mutants IV/Freedom Force
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 7"
Weight: 195 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, received unarmed combat training while in Freedom Force
Special skills and abilities: None known
Superhuman physical powers: Ability to generate powerful waves of vibrations from his hands that can cause an inorganic object to shatter or crumble into dust. When directed against large objects like buildings or upon the earth, the vibrations can produce effects similar to those of an earthquake or avalanche within limited areas. Avalanche is invulnerable to the effects of generating these intense vibratory waves. However, if the vibrations were to be reflected back upon him, he would be severely injured.
Superhuman mental powers: None
Special limitations: Avalanche's power has little or no effect on the organic tissue of others, but if the reflected vibrations from organic matter ("feedback") can injure

him. There is no known limit to the amount of area that Avalanche can affect at one time, but there is no evidence that he could create an earthquake capable of destroying an entire entire city

Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Armored battle suit of unknown composition

Personal weaponry: None

Special weaponry: None

Other accessories: Formerly had access to two-way radio device for communication with other Freedom Force members

Transportation: Formerly had access to the federal governments advanced air and land vehicles

Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #141

Origin issue: Avalanche's origin is as yet unrevealed.

Significant issues: UNCANNY X-MEN #141-142 (with Brotherhood of Evil Mutants IV, attempted to assassinate Senator Robert Kelly, first battled X-Men); AVENGERS ANNUAL #10 (with Brotherhood, battled the Avengers); INCREDIBLE HULK #263 (with Landslide, battled Hulk); ROM #31-32 (with Brotherhood, encountered Rom and Hybrid); UNCANNY X-MEN #177-178 (with Brotherhood, battled X-Men); UNCANNY X-MEN #199 (with Brotherhood, began work for the federal government as Freedom Force, helped to capture Magneto); AVENGERS ANNUAL #15/ WEST COAST AVENGERS ANNUAL #1 (with Freedom Force, captured Avengers on behalf of federal government); X-FACTOR #8-10 (clashed with X-Factor I in seeking to arrest Rusty Collins); UNCANNY X-MEN #223-227 (with Freedom Force fought X-Men in Dallas, was present at X-Men's apparent demise); NEW MUTANTS #65 (battled New Mutants in Dallas); X-FACTOR #30-31 (with Freedom Force, battled Cyclops and Marvel Girl); NEW MUTANTS #78 (with Freedom Force, sought to arrest Rusty Collins, battled New Mutants); NEW MUTANTS #80 (with Freedom Force, arrested Rusty Collins and Skids); UNCANNY X-MEN #255 (with Freedom Force, battled Reavers on Muir Isle); AVENGERS #312 (teamed with Blob and Pyro against Avengers during "Acts of Vengeance"); AVENGERS: DEATHTRAP, THE VAULT (joined Freedom Force's effort to to stop prison breakout at the vault); NEW MUTANTS ANNUAL #7/UNCANNY X-MEN ANNUAL #15/X-FACTOR ANNUAL #6 (participated in Freedom Force's final mission, battling Desert Storm in Kuwait: brought injured Crimson Commando to safety; abandoned Blob and Pyro in Kuwait)

THE AVENGERS®
FIRST LINE-UP

ART: PAUL NEARY/JOE RUBINSTEIN

AVENGERS

ORGANIZATION

Purpose: To preserve the security of the planet Earth against superhuman threats of both earthly and alien origin too powerful to be overcome by any single superhuman adventurer
Modus operandi: Team responds to crisis alerts worldwide from New York City headquarters
Extent of operations: Worldwide and interplanetary, when necessary
Relationship to conventional authorities: Special priority security authorization by United Nations
Base of operations: Avengers headquarters, New York City
Former bases of operations: Avengers Island, New York City, Avengers Mansion, New York City
Major funding: Maria Stark Foundation
Known enemies: Loki, Space Phantom, Masters of Evil I, II, III, and IV, Kang, Immortus, Collector, Sons of the Serpent, Magneto, Ultron, Grandmaster, Squadron Sinister (disbanded), Zodiac (all members deceased), Grim Reaper, Lethal Legion, the Kree, the Skrulls, Dormammu, Thanos, Graviton, Korvac
Known allies: Rick Jones, Fantastic Four, Daredevil, Nick Fury, SHIELD, Dr. Strange, Red Wolf, the Inhumans, Two-Gun Kid, Whizzer I (deceased), Captain Marvel I (deceased), Ant-Man II, Alpha Flight

MEMBERSHIP

Number of active members: 7
Number of reserve members: 7
Organizational structure: Team is composed of a designated leader, and six other active members (although additional reserve members can be activated if necessary), all of whom either superhuman or extraordinary skills
Known officers: Captain America (current leader)
Known current members: Thor, Vision, Black Widow, She-Hulk, Quasar, Sersi (regular members); Hercules, Black Knight III, Falcon, Captain Marvel, Spider-Man (reserve members)
Known former members: Hulk, Black Panther, Swordsman (deceased), Mantis, Moondragon, Beast, Hellcat, Ms. Marvel I, Jocasta, Starfox, Namor the Sub-Mariner, Dr. Druid, Mr. Fantastic, Invisible Woman, Gilgamesh
Known special agents: Edwin Jarvis (butler, head of personnel), John Jameson (pilot), Peggy Carter (communications officer), Michael O'Brien (security officer), Fabian Stankowicz (inventor) [Avengers support crew]
Membership requirements: Must be a recognized adult costumed adventurer and pass United nations security clearance

HISTORY

Founder: Thor I, Hulk, Iron Man I, Ant-Man I, and the Wasp
Other leaders: The Avengers use a rotating chairmanship system for their first several years of existence, then chairmen were elected for terms of undetermined length. Past elected chairmen included Thor I, Iron Man I, Captain America, Wasp, Vision, Captain Marvel II, and Dr. Druid
Previous purpose or goals: Same as above
Major campaigns or accomplishments: Foiled plans of Kang to conquer 20th Century Earth, first by force of arms, then by capturing the Celestial Madonna; broke up Baron Zemo I's Masters of Evil and its later incarnations; captured various other superhuman criminals, criminal masterminds, crime cartels, notably Zodiac; unmasked Sons of the Serpent conspiracy; foiled world takeover bids by various powers, notably the Mandarin, Magneto, and Ultron; prevented further involvement of Earth in Kree-Skrull War; stopped annexation of Earth dimension by Dormammu; halted world takeover through mind-control powers of the Serpent Crown; helped defeat universe-threatening menace of Thanos and Korvac
Major setbacks: Unable to retain Hulk as a member; death of the Swordsman, the first Avenger killed in action; team's effectiveness temporarily impaired by harassment of the U.S. government liaison Henry Peter Gyrich; charter members Henry Pym and Janet Van Dyne estranged, then divorced, and Pym jailed on false criminal charges; team implicated in Vision's attempt to seize control of world computer network; Avengers Mansion invaded and destroyed by Masters of Evil IV; team temporarily disbanded and Avengers Island base destroyed; U.S. government sponsorship lost

TECHNOLOGY AND PARAPHERNALIA

Level of technology: Highly advanced, mostly invented by Tony Stark, including some devices designed by Henry Pym, T'Challa, and Dane Whitman; some access to advanced technology of Wakanda and Attilan; captured devices of various antagonists; some captured extraterrestrial technology of former foes, including Skrulls and Kree; incorporated computer technology of Titanian Eternals
Transportation: Avengers Quinjet
Standard uniforms: None
Standard weaponry: None
Standard accessories: Avengers communicators

BIBLIOGRAPHY

First appearance: AVENGERS #1
Origin issue: AVENGERS #1

AVENGERS® SECOND LINE-UP

ART: DON HECK & JOE RUBINSTEIN

AVENGERS MEMBERSHIP ROST

THOR I

Real name: Thor
Current status: Inactive
Membership record: AVENGERS #1-16, 45, 51, 58, 66-71, 76, 79-82, 84-88, 93-105, 109-135, 137-151, 159-160, 162, 165-168, 170-177, 181-182, 189, 199-202, 210-222, 224-235, 240, 242-243, 246, 249, 276-285, 291-297, 300-310, 313-317, 326-331; AVENGERS ANNUAL #1, 2 (his alternate-Earth counterpart), 7-13, 16, 18-20; GIANT-SIZE AVENGERS #1-4
Note: Thor was first elected chairman after the Avengers ceased to have a rotating chairman.

HULK I

Real name: Robert Bruce Banner, Ph.D.
Current status: Inactive
Membership record: AVENGERS #1-2; 3, 5 (as antagonist), 17, 88, 100 (as former member), 116, 118 (as a Defend-er) AVENGERS ANNUAL #2 (his alternate-Earth counterpart), 17 (as former member)
Note: The Hulk quit the Avengers in a fit of temper almost immediately after their formation.

IRON MAN I

Real name: Anthony Edward "Tony" Stark
Current status: Active (West Coast)
Membership record: AVENGERS #1-10, 12-16, 45, 51, 58, 66-71, 76, 79-82, 86-88, 93-135, 137-177, 179-185, 189-208, 210-228, 232, 240, 314, 316-318, 326-329, 336, 340; AVENGERS ANNUAL #1, 2 (his alternate-Earth counterpart), 6-12, 15-16, 18-19; GIANT-SIZE AVENGERS #1-4
Note: Iron Man became the second full-time Avengers chairman in issue #151, succeeding Thor I.

DOCTOR PYM

Real name: Henry J. "Hank" Pym, Ph.D.
Current status: Reserve member (West Coast
Membership record: AVENGERS #1, 93, 100, 161-162 (as Ant-Man), 2-16 (as Giant-Man I), 28-58 (as Goliath I), 59-60, 63-75, 90-91, 137-141, 150-160, 164-167, 170-177, 179-182, 189, 192, 195-201, 211-214, 216-217 (as Yellowjacket), 222, 224, 227-230, 240-242 (as Henry Pym), 302-303, 305-308, 312-314, 329, 332-333, 335-339 (as Dr. Pym); AVENGERS ANNUAL #1, 2 (as Goliath and as Giant-Man's alternate-Earth counterpart), 6, 8-10 (as Yellowjacket), 13, 15 (as Henry Pym), 16, 18-19 (as Dr. Pym)
Note: Henry Pym has had more secret identities than any other Avenger; today, however, he uses his real name, Doctor Pym.

WASP

Real name: Janet Van Dyne (formerly Pym)
Current status: Reserve member (West Coast)
Membership record: AVENGERS #1-16, 26, 28-60, 63-75, 90-91, 100, 137, 141, 150-162, 164, 166-167, 170-188, 190-208, 210-214, 217-238, 240-251, 255-264, 266-278, 283-285, 305-308, 312, 314, 329, 332-333, 340; AVENGERS ANNUAL #1, 2 (as herself and her alternate-Earth counterpart), 6, 8, 10-16, 18-19; GIANT-SIZE AVENGERS #1-4
Note: The Wasp holds the record for the most different costumes. The Wasp has served several terms of membership over the years, even after she and Pym divorced, at which point she served two terms as chairman.

CAPTAIN AMERICA I

Real name: Steven "Steve" Rogers
Current status: Active, team leader (East Coast)
Membership record: AVENGERS #4-38, 40, 42-46, 56, 58, 60, 69-72, 76, 75-76, 78-82, 88, 93-104, 106-108, 110-119, 121, 125-126, 141-162, 164-178, 181-208, 210-237, 241-246, 251-285, 290, 298-310, 312-340; AVENGERS ANNUAL #1, 2, 6-20; GIANT-SIZE AVENGERS #1
Note: Captain America was the first new member to join after the formation of the Avengers. He succeeded Iron Man as chairman (and was then succeeded by the Wasp), and currently chairs the reorganized East Coast line-up.

HAWKEYE

Real name: Clinton "Clint" Barton
Current status: Active, (West Coast)
Membership record: AVENGERS #16-62, 98-111, 116 & 118 (as a Defender), 130-135, 137, 142-147, 161-162, 168, 170, 172-177, 181-185, 189, 198-204, 211, 221-234, 239, 241-246, 249-251, 303, 305, 309, 313, 329, 332-333 (as Hawkeye), 63-88, 90-97 (as Goliath II); AVENGERS ANNUAL #1, 2 (as Hawkeye), 8-10, 15-16, 18-19 (as Hawkeye); GIANT-SIZE AVENGERS #2-4 (as Hawkeye)
Note: Hawkeye joined as Iron Man I's replacement. He appointed as the first chairman of the Avengers West Coast roster, though he has since been succeeded

QUICKSILVER

Real name: Pietro Maximoff
Current status: Reserve member, (West Coast)
Membership record: AVENGERS #16-30, 36-49, 53, 75-104, 170, 172, 174-177, 181-183, 185-188, 243-245, 247, 329, 332-334; AVENGERS ANNUAL #1, 8, 12, 19

THE AVENGERS®

THIRD LINE-UP

ART: MICHAEL NETZER/JOSEF RUBINSTEIN

AVENGERS MEMBERSHIP ROST

SCARLET WITCH

Real name: Wanda Maximoff
Current status: Active (west coast)
Membership record: AVENGERS #16-30, 36-49, 53, 58, 75-130, 133-134, 137, 140-162, 164-177, 179-183, 185-192, 197-211, 233-238, 240-255, 305-308, 312, 329, 332-333; AVENGERS ANNUAL #1, 6-10, 12, 18; GIANT-SIZE AVENGERS #1-2, 4
Note: The Scarlet Witch joined the Avengers as the Wasp's replacement and remained on the roster after the Wasp returned. The Scarlet Witch has no secret civilian identity.

HERCULES

Real name: Hercules
Current status: Reserve member (East Coast)
Membership record: AVENGERS #38-44 (as a non-member ally), 45-50, 98-100, 137, 173-177, 181, 211, 249-263, 265-276, 278-279, 281, 283-285, 329-330, 332-340 (as a member), 163 (as a Champion), AVENGERS ANNUAL #1 (as a non-member ally), 8, 18 (as a member)
Note: After his aid proved invaluable on a number of cases, Hercules was made a full member in a public ceremony. Hercules sometimes assumes the civilian identity of Harry Cleese, supposedly an old friend of Thor II's secret identity, Eric Masterson.

BLACK PANTHER

Real name: T'Challa
Current status: Reserve member in emergencies only (East Coast)
Membership record: AVENGERS #52-65, 68-71, 73-88, 100, 105-119, 121-126, 137, 159-162, 164-165, 169, 172-177, 179-181, 211, 239, 280, 305-308, 335-339; AVENGERS ANNUAL #2, 8, 18
Note: The Black Panther joined the Avengers as Captain America's replacement when Cap first left the roster. Originally only his fellow Avengers and the Fantastic Four knew he was actually T'Challa, king of the African nation of Wakanda, although this is now a matter of public record.

DOCTOR PYM

Real name: Vision
Current status: Active (East Coast)
Membership record: AVENGERS #57 (as a non-member ally), 58-135, 137, 140-161, 165-168, 170-172, 174-177, 179-186, 188-211, 225, 228, 231, 236, 238-255, 280, 305-308, 312-314, 316-339 (as a member); AVENGERS ANNUAL #6-10, 12-13, 18-20 (as a member); GIANT-SIZE AVENGERS #1-4
Note: Currently following the Vision's drastic reprogramming and separation from his wife the Scarlet Witch, the Vision has returned to the East Coast team, while Wanda remained on the West

Coast. The Vision recently assumed the secret civilian identity of Victor Shade, which is as yet unknown to his teammates.

BLACK KNIGHT III

Real name: Dane Whitman, Ph.D.
Current status: Active (East Coast)
Membership record: AVENGERS #48, 54-55, 61-62, 70 (as a non-member ally), 71, 84, 100, 225-226, 258-288, 290-297, 329-330, 332-333, 336-339 (as a member); AVENGERS ANNUAL #14-16 (as a member)
Note: After helping them on several cases, the Avengers admitted the Black Knight to full membership, although he resided in England. After his return to America, the Knight became a regular member of the roster, until circumstances forced his retirement from the field. Today the Black Knight has returned to active membership of the East Coast team. His secret identity is known to his fellow Avengers.

BLACK WIDOW

Real name: Natasha Romanoff (born Natalia Alianovna Romanovna, later Natalia Shostakova)
Current status: Active (East Coast)
Membership record: AVENGERS #29-30 (as an antagonist), 32-33, 36-38, 41-47, 57, 63-64, 76, 83 (as a non-member ally), 112, 137, 173-177, 181, 211, 221, 239, 305, 313, 329-339 (as a member), 163 (as a Champion); AVENGERS ANNUAL #14-16 (as member)
Note: The Black Widow's civilian identity is publicly known.

SWORDSMAN I

Real name: Jacques Duquesne
Current status: Deceased
Membership record: AVENGERS #19-202, 29-30, 65, 78-79 (as an antagonist), 100, 114-129 (as a member); AVENGERS ANNUAL #16 (as an antagonist); GIANT-SIZE AVENGERS #2 (as member)
Note: The Swordsman's real name was a classified secret, and only recently, long after his death, did his former teammates learn his true identity.

MANTIS

Real name: Unknown (born Brandt, first name unrevealed)
Current status: Inactive (body deceased, present whereabouts of spirit unknown)
Membership record: AVENGERS #114-135 (as a non-member ally); GIANT-SIZE AVENGERS #1-3 (as a non-member ally), 4 (as a member)
Note: The Avengers helped Mantis learn her true origin and awarded her membership in the Avengers even as she left Earth to fulfill her destiny.

THE AVENGERS®

FOURTH LINE-UP

ART: KIERON DWYER/JOSEF RUBINSTEIN

MOONDRAGON

Real name: Heather Douglas
Current status: Inactive (currently with Infinity Watch)
Membership record: AVENGERS #134-135 (as a non-member ally), 137-151 (as a probationary member), 172, 174-177, 181 (as a member), 211, 219-220 (as an antagonist), 305 (as a member); AVENGERS ANNUAL #7 (as a member); GIANT-SIZE AVENGERS #4 (as a non-member ally)
Note: After the Celestial Madonna affair, Moondragon was named a provisional member, but by the end of her probationary period, even the members who had nominated her had come to dislike her arrogant manner. She declined regular membership at this time, but returned on two later occasions to aid the Avengers against cosmic threats. The Avengers next encountered her as an adversary, after which she was expelled for dishonorable conduct.

BEAST

Real name: Henry P. McCoy, Ph.D.
Current status: Inactive (currently with X-Men)
Membership record: AVENGERS #137-151 (as probationary member), 152-168, 170-172, 178-201, 203-211, 231, 239, 305, 335-339 (as a member); AVENGERS ANNUAL #6-11, 13, 17 (as a member)
Note: The Beast became a provisional member at the same time as Moondragon, but unlike her, accepted full membership at the end of his probationary period.

HELLCAT

Real name: Patricia "Patsy" Walker-Hellstrom
Current status: Inactive
Membership record: AVENGERS #141-143 (as Patsy Walker), 144, 147 (as non-member ally), 148-151 (as probationary member), 305, 313 (as a member); AVENGERS ANNUAL #11 (as a member)
Note: While accompanying the Avengers on a case, Patsy Walker acquired the costume of the former super-heroine called the Cat (who is now Tigra) and donned it to become Hellcat. Her dual identity was known to her fellow Avengers

WONDER MAN

Real name: Simon Williams, M. Eng.
Current status: Active (West Coast)
Membership record: AVENGERS #9, 131-132, 151-153 (as antagonist), 154-157 (as a non-member ally), 158-162, 164-168, 170-178, (as a probationary member), 182, 187-189, 192-201, 203-211, 231, 239, 250, 253-255, 302-303, 305-308, 313, 332-333 (as a member); AVENGERS ANNUAL #6 (as an antagonist), 8-10, 15-16, 18-19 (as a member);

GIANT-SIZE AVENGERS #3 (as an antagonist)
Note: Wonder Man was originally recruited by Baron Zemo I and his Masters of Evil to help battle the original Avengers. Turning against Zemo, he was falsely believed to have been killed in action. Years later after his revivication, he joined the Avengers, and eventually became a full member. Wonder Man was one of the charter members of Avengers West Coast.

MS. MARVEL I

Real name: Carol Susan Jane Danvers
Current status: Inactive
Membership record: AVENGERS #171-172, 175-177, 181 (as a non-member ally), 183, 188, 190-200 (as a member); AVENGERS ANNUAL #8-10 (as a member)
Note: Ms. Marvel was admitted to full membership when the Scarlet Witch took a leave of absence. She left the Avengers and subsequently lost her superhuman powers. She has since gained new powers and a new identity as Binary. Until recently she was a member of the Starjammers.

FALCON

Real name: Samuel "Sam" Wilson
Current status: Reserve (East Coast)
Membership record: AVENGERS #88, 146 (as a non-member ally), 183-194, 305, 312, 329-330, 332-333 (as a member); AVENGERS ANNUAL #17, 19 (as a member)
Note: The Falcon was drafted into the Avengers lineup by the federal government to fulfill a quota. Because of the circumstances of his joining, he was uneasy about his membership and chose to resign from the full-time roster at the earliest opportunity. He currently serves as a reserve member.

JOCASTA

Real name: Jocasta
Current status: Inactive
Membership record: AVENGERS #162, 170-171, 174-177, 181-182, 185, 189, 194-196 (as a non-member ally), 197-208, 210-211 (as a probationary member), 231 (posthumously awarded membership); AVENGERS ANNUAL #17 (as a member)
Note: Jocasta was created by the mad robot Ultron to be his mate, but she turned against him and aided the Avengers in defeating him on several occasions. She lived at Avengers Mansion and took part in the team's many cases but was never granted more than provisional status. Feeling ignored, she finally left the group during a membership reorganization. When she was subsequently destroyed in battle with Ultron the gave her honorary membership.

THE AVENGERS® FIFTH LINE-UP

ART: GEORGE PEREZ

TIGRA

Real name: Greer Grant-Nelson
Current status: Reserve (West Coast)
Membership record: AVENGERS #211-216, 238, 240-241, 250, 253-254, 302-303, 305-308, 329, 332-333 (as a member); AVENGERS ANNUAL #15-16 (as a member)
Note: Originally the super-heroine known as the Cat, Greer Nelson was transformed into Tigra in order to save her life from radiation poisoning. Tigra joined the Avengers during a membership reorganization, but only stayed for a brief period before resigning for personal reasons. Later she was called upon to serve as a charter member of Avengers West Coast. Today she has taken a leave of absence, but remains a reserve member of the West Coast team. Tigra's true identity is known to her fellow Avengers.

SHE-HULK

Real name: Jennifer Walters
Current status: Active (East Coast)
Membership record: AVENGERS #221-238, 240-243 (as a member), 246-247, 249, 259, 266 (as a Fantastic Four member), 278-279, 281-297, 305-310, 325-333, 340 (as a member); AVENGERS ANNUAL #12 (as a member), 13-14 (as a Fantastic Four member), 16, 18-20 (as a member)

Note: She-Hulk joined the Avengers during the Wasp's chairmanship, left to replace the Thing in the Fantastic Four, then returned to her original team. She left again when the Avengers briefly disbanded, but returned when named as a regular member of the recent lineup. She-Hulk's identity is publicly known.

CAPTAIN MARVEL II

Real name: Monica Rambeau
Current status: Reserve (East Coast)
Membership record: AVENGERS #227-238, 240-253, 255-279, 281-294, 305, 329-330, 332-333; AVENGERS ANNUAL #12-16, 18-19
Note: Captain Marvel was recruited as a member-in-training in a new program instituted by the Wasp during her chairmanship and rapidly graduated to full membership status. When the Wasp left the team, Captain Marvel was encouraged to become the new chairman and did so. She led the Avengers until disabled on a mission, which eventually led to her gaining new and different superhuman powers. Today she serves as the only member of the reserve Avengers with any leadership experience.

STARFOX

Real name: Eros
Current status: Reserve (East Coast)
Membership record: AVENGERS #230-231 (as a non-member ally), 232-238,

240-261, 301, 305, 314, 316-318, 345-347 (as a member); AVENGERS ANNUAL #12, 14, 19
Note: Starfox came to Earth from his home on Saturn's moon Titan, for the express purpose of joining the Avengers. The Wasp signed him up as a member-in-training, and he too rapidly graduated to full membership. He later left the team to search with Firelord for Nebula and declined to return as a regular member when that quest was ended. He also aided the Avengers in the Kree-Shi'ar War.

NAMOR THE SUB-MARINER

Real name: Namor McKenzie
Current status: Inactive
Membership record: AVENGERS #3-4, 40 (as an antagonist), 16 (invited to join), 71 (as an Invader), 116-118 (as a Defender), 262-272, 282-293, 305-311, 329, 332-333 (as a member); AVENGERS ANNUAL #18 (as a member)
Note: After Prince Namor left the throne of Atlantis, his old ally Captain America invited him to join the Avengers and he accepted. He has since taken several leaves of absence from the group for various personal reasons and was even believed to have been killed for a time.

DOCTOR DRUID

Real name: Anthony Druid
Current status: Inactive
Membership record: AVENGERS #276-279, 281-288, 290-297; AVENGERS ANNUAL #16
Note: Dr. Druid aided the Avengers against the Masters of Evil IV and petitioned to join their ranks. When Captain Marvel was sidelined by injuries, Druid used his mental powers to influence the remaining members to vote for him and became chairman. He vanished with the villainess Nebula II, just before the Avengers briefly disbanded. He has since returned to action as an ally of Dr. Strange, and is seeking reconciliation with the Avengers.

MISTER FANTASTIC

Real name: Reed Richards
Current status: Inactive (leader of the Fantastic Four)
Membership record: AVENGERS #1, 3, 88, 92, 299, 307-308, 327, 332-333 (as a Fantastic Four member), 300-303, 305 (as a member); AVENGERS ANNUAL #18 (as a Fantastic Four member)
Note: Mister Fantastic, world famous as the leader of the Fantastic Four, briefly joined the Avengers when he was on leave of absence from his group. Accustomed to leading his own team, Reed caused some friction within the group by taking the lead rather than following the directions of chairman Captain America. He soon returned to the Fantastic Four.

THE AVENGERS®

SIXTH LINE-UP

ART: RIK LEVINS/JOSEF RUBINSTEIN

INVISIBLE WOMAN

Real Name: Susan Storm Richard
Known aliases: Invisible Girl, Susan Storm
Current status: Inactive (active with Fantastic Four)
Membership record: AVENGERS #1, 3, 299, 307-308, 327, 332-333 (as a Fantastic Four member), 300-303, 305 (as a member); AVENGERS ANNUAL #18 (as a member)
Note: The Invisible Woman, a charter member of the Fantastic Four and wife of its leader, Mr. Fantastic, also joined the Avengers briefly while on leave of absence from the FF, but she soon returned with her husband to their own team. The Invisible Woman's civilian identity is publicly known.

GILGAMESH

Real name: Unrevealed
Known aliases: Hero, the Forgotten One, Beowulf, Hercules, Samson, and others
Current status: Inactive
Membership record: AVENGERS #299 (as a non-member ally) 300-310, 345 (as a member); AVENGERS ANNUAL #18 (as a member)
Note: Gilgamesh, one of the offshoot race of humanity known as the Eternals, helped form one of the shortest-lived Avengers lineups in their history, together with Captain America, Thor, Mr. Fantastic, and the Invisible Woman. Badly injured on a mission, he was returned to the Eternals' city of Olympia for treatment. Gilgamesh has no secret civilian identity.

QUASAR

Real name: Wendell Elvis Vaughn
Current status: Active (East Coast)
Membership record: AVENGERS #302-303 (as a non-member ally), 305-308, 311, 317-339, 345 (as a member); AVENGERS ANNUAL #18-20 (as a member)
Note: Quasar joined the Avengers soon after Captain America's recent reorganization of the team and is currently one of the most powerful members. His fellow Avengers know his secret identity.

SERSI

Real name: Sersi
Current status: Active (East Coast)
Membership record: AVENGERS #302-303 (as a non-member ally), 3014-339, 344-345 (as a member); AVENGERS ANNUAL #18-20 (as a member)
Note: Sersi was the second new member to join after the reorganization, replacing her fellow Eternal, Gilgamesh. She is also one of the most powerful current members. Sersi has know secret identity.

SPIDER-MAN

Real name: Peter Benjamin Parker
Current status: Reserve (East Coast)
Membership record: AVENGERS #11, 59-60, 85, 118, 151, 221, 236-237, 258, 314-318 (as a non-member ally), 329-330, 332-333 (as a member)

Note: after several occasions over the years on which Spider-Man either attempted or was asked to join the Avengers, he was finally made an official reserve member of the East Coast during the recent reorganization. His secret identity is still unknown to his fellow Avengers

SANDMAN

Real name: William Baker
Current status: Inactive (former reserve [East Coast]; active with the Outlaws)
Membership record: AVENGERS #329-330, 332-333 (as a member); AVENGERS ANNUAL #20
Note: A reformed long-time superhuman criminal, Sandman was granted a presidential pardon and became a reserve member of the East Coast team. Due to a misunderstanding following a reprimand from Captain America, he quit the group, and has since resumed working for Silver Sable as a member of her mercenary team, the Outlaws. Sandman's real name and Flint Marko alias are known to the authorities, his Sylvester Mann alias has become public knowledge as well.

RAGE

Real name: Elvin Daryl Holiday
Current status: Inactive (former reserve [East Coast]; active with the New Warriors)
Membership record: AVENGERS #329-339 (as a member); AVENGERS ANNUAL #20 (as a member)
Note: Appointed a reserve member at the same time as Sandman, Rage was forced to leave the team when his fellow Avengers discovered that in his secret identity he was legally still a minor and thus ineligible for membership. Rage has since allied himself with the new Warriors.

CRYSTAL

Real name: Crystal Amaquelin Maximoff
Current status: Probationary member
Membership record: AVENGERS #60, 110, 127, 170, 336-339 (as a non-member ally), 343-345 (as a member); AVENGERS ANNUAL #12 (as a non-member ally)
Note: Crystal is one of the Royal Family of the Inhumans, a former replacement member of the fantastic Four, and the estranged wife of former Avenger Quicksilver. Her young daughter Luna and Luna's nanny, Marilla, currently stay with her at Avengers Mansion.

THOR II

Real name: Eric Kevin Masterson
Current status: Probationary member
Membership record: AVENGERS #343-345
Note: When the original Thor was banished to an as yet unrevealed fate for the killing of his half-brother Loki, Eric Masterson was granted the power of the Thunder God to protect Earth in his stead. The new Thor has since revealed his true identity to Captain America and become a probationary Avenger and Thor's replacement on the team.

THE AVENGERS®

SEVENTH LINE-UP

ART: AL MILGROM

AVENGERS MEMBERSHIP ROST

HONORARY MEMBERS

CAPTAIN MARVEL I

Real name: Mar-Vell
Current status: Deceased
Membership record: AVENGERS #72, 89-94, 96-97, 108, 173-177, 181 (as non-member ally); AVENGERS ANNUAL #7 (as non-member ally), 16 (as an antagonist)
Note: Captain Mar-Vell first met the Avengers during the Kree-Skrull War, later teaming with them against the threats posed by Thanos of Titan and Korvac. Never an official member while he lived, Mar-Vell was voted an honorary member posthumously following his death from cancer.

TWO-GUN KID

Real name: Matthew J. "Matt" Hawk
Current status: Deceased (still active in the 1870s)
Membership record: AVENGERS #142-144 (as non-member ally), 147, 162, 170, 172, 174-175 (as an honorary member)
Note: After a time-travel adventure in the 1800s teamed the Avengers with several heroes of the American Old West, one of them, the Two-Gun Kid, elected to return with them to the present. While partnered with Hawkeye, Two-Gun also shared 20th Century exploits with the original Ghost Rider and the Champions of Los Angeles.

WHIZZER I

Real name: Robert L. "Bob" Frank
Current status: Deceased
Membership record: AVENGERS #151, 153-156, 160, 164-165 (as non-member ally); 173 (as an honorary member); AVENGERS ANNUAL #6 (as non-member ally); GIANT-SIZE AVENGERS #6 (as a non-member ally)
Note: The Whizzer was a former member of the World War II era Liberty Legion, Invaders, and All-Winners Squad teams. After he turned up again following years of inaction, he helped the Avengers on several cases. He and his wife, the former heroine Miss America, were for a time mistakenly believed to have been the parents of Avengers Quicksilver and the Scarlet Witch. The Whizzer was eventually killed in battle against a 1940s foe, Isbisa.

GUARDIANS OF THE GALAXY

Members: Major Vance Astro, Charlie-27, Martinex, Yondu, Starhawk, Nikki
Current status: Inactive (active in their native 31st Century era)
Membership record: AVENGERS #167-168, 170 (as non-member allies), 173-177, 181 (as honorary member)
Note: The Guardians of the Galaxy, a team of six heroes from various planets, journeyed from their home in an alternate future of Earth's 31st century on the trail of Korvac, a universe-threatening menace.

During their sojourn in the present, they became allies of the Avengers and were awarded honorary membership for the duration of their stay.

MARRINA

Real name: Marrina Smallwood
Current status: Deceased
Membership record: AVENGERS #272 (as non-member ally), 282, 285-290 (as an honorary member), 291-293 (as an antagonist)
Note: The second wife of Namor the Sub-Mariner and a former member of the Canadian super-hero team Alpha Flight, Marrina fought alongside the Avengers while her husband was a regular member. Her alien heritage eventually caused her to metamorphose into a gigantic murderous creature which was seemingly slain in combat by her husband and erstwhile teammates.

YELLOW JACKET II

Real name: Rita DeMara
Current status: Inactive
Membership record: AVENGERS #264, 271, 273-277 (as an antagonist); AVENGERS ANNUAL #17 (as an honorary member)
Note: After stealing the regalia and weapons of Henry Pym's former fourth costumed identity, Rita DeMara joined the fourth Masters of Evil team in their assault on Avengers Mansion. During the events of the "Evolutionary War," however, she found herself if only for a few hours, an honorary Avenger.

DEMOLITION-MAN

Real name: Dennis Dunphy
Current status: Inactive
Membership record: None
Note: One of Captain America's most trusted allies, Demolition-Man was offered membership in the Avengers when Cap was preparing to restructure the team after its temporary dissolution. Before he could accept or even meet the other Avengers, however, D-Man went missing in action on a mission was believed to be dead. He was recently discovered alive in the Arctic.

STINGRAY

Real name: Walter Newell
Current status: Inactive (active as support personnel as Walter Newell)
Membership record: AVENGERS #262, 289-290 (as non-member ally), 319-324 (as an honorary member)
Note: Oceanographer Walter Newell and his wife, the former Diane Arliss, were the custodians of the artificial island Hydrobase which became Avengers Island, the team's headquarters after the destruction of the original Avengers Mansion. Newell became an honorary member in his identity as Stingray when he aided the team in an adventure involving Alpha Flight.

AVENGERS WEST COAST™

FIRST LINE-UP

ART BY: MANNY GALÁN/JOSEF RUBINSTEIN

FIREBIRD

IRON MAN II

HENRY PYM

THING

AVENGERS WEST COAST

ORGANIZATION

Purpose: To preserve the security of the planet Earth against superhuman threats of both earthly and alien origin too powerful to be overcome by any single superhuman adventurer; to strengthen and diversify the efforts of the Avengers toward their goal by maintaining a second standing force based on the U.S. West Coast

Modus operandi: Team responds to crisis alerts worldwide from Los Angeles headquarters, acting in concert with Avengers East when necessary

Extent of operations: Worldwide and interplanetary, when necessary

Relationship to conventional authorities: Special priority security authorization by United Nations

Base of operations: Avengers base, Los Angeles

Former bases of operations: Avengers Compound, Los Angeles, California

Major funding: Maria Stark Foundation and the United Nations

Known enemies: Graviton, Ultron, Grim Reaper, Legion of the Unliving II & III, Zodiac II, Yetrigar, Hangman II, the Night Shift, Magneto, Immortus,Terminus, Dr. Demonicus, the Pacific Overlords, Satannish, the Kree, the Skrulls, the Shi'ar, the Manipulator, the Death-Web, the Bogatyri

Known allies: The Shroud, the Rangers, Hellstorm I, Hellcat, Two-Gun Kid, Rawhide Kid, Dr. Strange, the Fantastic Four, Mantis, Giant-Man II, the Great Lakes Avengers, Spider-Man, Wolverine

MEMBERSHIP

Number of active members: 7

Number of reserve members: 7

Organizational structure: Team is composed of a designated leader and six other active members (although additional reserve members can be activated if necessary), all of whom possess either superhuman powers or extraordinary skills

Known officers: Scarlet Witch (current leader)

Known current members: Goliath II (Hawkeye), Mockingbird, U.S.Agent, Spider-Woman II, War Machine (regular members); Dr. Pym, the Wasp, Living Lightning, Machine Man , Darkhawk (reserve members)

Known former members: Wonder Man, Tigra, Iron Man I, Firebird, the Thing, Moon Knight, the Vision, Human Torch I, Quicksilver

Known special agents: Joachin, Pepe, Yolanda, Carlos (deceased), Ramon, Consuela, Roberto, (support crew)

Membership requirements: Must be a recognized adult costumed adventurer and pass United nations security clearance

HISTORY

Founders: Hawkeye, Mockingbird, Wonder Man, Tigra, Iron Man IV (now War Machine)

Other leaders: Chairmen were elected for terms of undetermined length. Past elected chairmen included Hawkeye (now Goliath II), Dr. Pym and the Wasp (emergency co-chairmen), and Iron Man I
Previous purpose or goals: Same as above
Major campaigns or accomplishments: Successfully established west coast base; repeatedly foiled Graviton, Ultron, Magneto, and other would-be world conquerors; broke up Grim Reaper's Lethal Legion and android Zodiac cartel; captured various other superhuman criminals and criminal masterminds; staged rescue operations following various natural and man-made disasters; discovered and resuscitated original Human Torch; combined with Avengers east forces and other superhumans, battled invasion forces of Surtur, High Evolutionary, Atlanteans, and Subterraneans, broke up Loki's "Acts of Vengeance" plot. mounted strike force during "Operation: Galactic Storm," helped defeat universe-threatening menaces of Thanos, Nebula I, and Magus I
Major setbacks: Unable to retain Firebird and Thing as a full-time members; became trapped in past by Dominus; used as pawns by Elders Collector and Grandmaster; married charter members Hawkeye and Mockingbird estranged, resulting in division in team; abduction and dismantling of Vision II by government agents; Vision II and Scarlet Witch estranged, revelation that their children were illusory products of magic, resultant temporary insanity of Scarlet Witch and her victimization by That Which Endures, Magneto, and Immortus; prevented from defeating Dr. Demonicus and Pacific Overlords by United Nations decree; failed to prevent deaths of Larry Carpenter (Spider-Woman II's ex-husband) and Carlos (Compound groundsman); Avengers Compound destroyed

TECHNOLOGY AND PARAPHERNALIA

Level of technology: Highly advanced, mostly invented by Tony Stark, including some devices designed by Henry Pym; some access to advanced technology of Wakanda and Attilan; captured devices of various antagonists; some captured extraterrestrial technology; incorporated computer technology of Titanian Eternals
Transportation: Avengers Quinjet
Standard uniforms: None
Standard weaponry: None
Standard accessories: Avengers communicators (incorporated into ID cards)

BIBLIOGRAPHY

First appearance: WEST COAST AVENGERS Vol. 1 #1
Origin issue: AVENGERS #243-244, WEST COAST AVENGERS Vol. 1 #1

AVENGERS WEST COAST™

SECOND LINE-UP

ART BY: AL MILGROM/JOE RUBINSTEIN

HAWKEYE I/GOLIATH II

Real name: Clinton "Clint" Barton
Current status: Active (West Coast)
Membership record: WEST COAST AVENGERS Vol. 1 #1-4, (as Hawkeye), WEST COAST AVENGERS Vol. 2 #1-40, 42-46 (as Hawkeye); AVENGERS WEST COAST #48-49, 55, 60-63, 65-72, 74-75, 80, 84-85, 87-90 (as Hawkeye), 90-to date (as Goliath II); WEST COAST AVENGERS ANNUAL #1-3 (as Hawkeye), AVENGERS WEST COAST ANNUAL #5-7 (as Hawkeye)
Note: Hawkeye I was originally appointed by then Avengers chairman the Vision to organize and lead the Avengers second team based in California. He served as the West Coast chairman until he temporarily resigned from the team in protest of the U.S. government's appointment of USAgent to membership. He then helped organize the unofficial Great Lakes Avengers team before returning to the Avengers West Coast roster. Recently he has once again taken on his alternate identity as Goliath II.

MOCKINGBIRD

Real name: Barbara "Bobbi" Morse Barton
Current status: Active (West Coast)
Membership record: WEST COAST AVENGERS Vol. 1 #1-4, WEST COAST AVENGERS Vol. 2 #1-40, 42-46, AVENGERS WEST COAST #48-49, 55, 69, 80-83, 87 to date; WEST COAST AVENGERS ANNUAL #1-3, AVENGERS WEST COAST ANNUAL #5
Note: A former SHIELD agent who became a costumed adventuress, Mockingbird joined the Avengers soon after she married longtime member Hawkeye, and was immediately appointed to help him found the team's new west coast branch. She later left its ranks when she and Hawkeye became temporarily estranged. After helping Hawkeye train the Great Lakes Avengers, Mockingbird eventually rejoined the Avengers West Coast and was reconciled with her husband

TIGRA

Real name: Greer Grant Nelson
Current status: Reserve member (West Coast)
Membership record: WEST COAST AVENGERS Vol. 1 #1-4, WEST COAST AVENGERS Vol. 2 #1-24, 26-40, 42-47, AVENGERS WEST COAST #49-50, 66-74, 83; WEST COAST AVENGERS ANNUAL #1-3
Note: Originally a costumed adventurer called the Cat, Greer Nelson was transformed by the Cat-People into the werecat known as Tigra. Having served briefly with the Avengers East, she accepted an invitation to join the west coast team as a charter member. She and Moon Knight left the group in solidarity with Mockingbird when

she quit. Tigra later rejoined the ranks, but recently took a leave of absence, naming Spider-Woman II as her replacement.

WONDER MAN

Real name: Simon Williams
Current status: Reserve member (West Coast)
Membership record: WEST COAST AVENGERS Vol. 1 #1-4, WEST COAST AVENGERS Vol. 2 #1-40, 42-45, 47, AVENGERS WEST COAST #48-51, 53-58, 60-75, 80, 82, 84-91; WEST COAST AVENGERS ANNUAL #1-2, AVENGERS WEST COAST ANNUAL #4-7
Note: A longtime East Coast Avenger, Wonder Man had relocated to Hollywood to further his career as a stuntman and movie actor when he was asked to become a charter member of the West Coast Avengers. Since then he has been one of the most constant members, although he recently left the team to sort out various personal problems.

IRON MAN IV/WAR MACHINE

Real name: James R."Jim" Rhodes
Current status: Active (West Coast) AVENGERS
Membership record: WEST COAST AVENGERS Vol. 1 #1-4 (as Iron Man IV), AVENGERS WEST COAST #89 (as Iron Man IV), 93-to date (as War Machine); WEST COAST AVENGERS ANNUAL #1 (as Iron Man IV), AVENGERS WEST COAST ANNUAL #7 (as Iron Man IV)
Note: Jim Rhodes took over the role of Iron Man from his employer Tony Stark when Stark became incapacitated by alcoholism. Having relocated to California, Rhodes was invited to help form the West Coast Avengers, although his fellow members were at the time unaware that he was not the original Iron Man. He later revealed his true identity and proved his worth, only to leave when Tony Stark resumed his heroic career. Recently, Rhodes has rejoined Avengers West Coast in his new armored identity as War Machine.

IRON MAN

Real name: Anthony Edward "Tony'" Stark
Current status: Inactive
Membership record: WEST COAST AVENGERS Vol. 2 #1-5, 8-31, 38; AVENGERS WEST COAST #50-51, 53-58, 60-63, 66-75, 80, 84-86; WEST COAST AVENGERS ANNUAL #1-2, AVENGERS WEST COAST ANNUAL #4-7
Note: When Tony Stark reclaimed his Iron Man identity from Jim Rhodes, he also assumed his replacement's membership in the West Coast Avengers. For a time, Stark maintained the public facade that the original Iron Man had been killed and that the current hero was a replacement, but later revealed the truth to his teammates.

AVENGERS WEST COAST™

THIRD LINE-UP

ART BY: BILL WYLIE/JOSEF RUBINSTEIN

AVENGERS WEST COAST MEMB

THING

Real name: Benjamin Jacob Grimm
Current status: Inactive (Active with the Fantastic Four)
Membership record: WEST COAST AVENGERS Vol. 2 #3-10, 23 (as a non-member ally), AVENGERS WEST COAST #75 (as a non-member ally), AVENGERS WEST COAST ANNUAL #4 (as a non-member ally)
Note: Having left the Fantastic Four, the Thing found himself teamed with the newly-founded West Coast Avengers for a number of adventures. Ironically, after many unsuccessful overtures by chairman Hawkeye, Ben finally agreed to join the team only to have circumstances dictate his immediate departure.

DR. PYM

Real name: Henry J. Pym, Ph. D.
Current status: Reserve member (West Coast)
Membership record: WEST COAST AVENGERS Vol. 2 #1-8, 10-22(as Henry Pym), WEST COAST AVENGERS #23-38, 42-45, 47 (as Dr. Pym), AVENGERS WEST COAST #48-51, 53-58, 60-63, 65-74, 81-83, 90-91 (as Dr. Pym); WEST COAST AVENGERS ANNUAL #1 (as Henry Pym), WEST COAST AVENGERS ANNUAL #2 (as Dr. Pym), AVENGERS WEST COAST ANNUAL #4-5 (as Dr. Pym)
Note: After a long and chequered career with the Avengers East, of which he was a founding member, Henry Pym discarded all of his former heroic identities and became the West Coast Avengers' resident scientist when fate intervened and led him to establish a new career as an adventurer using his real name

FIREBIRD

Real name: Bonita Juarez
Current status: Inactive
Membership record: WEST COAST AVENGERS Vol. 2 #4-10, 17-25 (as a non-member ally); WEST COAST AVENGERS ANNUAL #2 (as a non-member ally), AVENGERS WEST COAST ANNUAL #4-5 (as a member)
Note: A former of the short-lived South-west-based team, the Texas Rangers, Firebird shared a number of adventures with the West Coast Avengers but never joined their ranks formally. After she aided them again in her identity as Espirita, she was voted a reserve member.

MOON KNIGHT

Real name: Marc Spector
Current status: Resigned
Membership record: WEST COAST AVENGERS Vol. 2 #21-32 (as non-member ally), WEST COAST AVENGERS Vol. 2 #33-37, 39-40 (as a member), WEST COAST AVENGERS ANNUAL #2-3 (as a member)

ERSHIP ROSTER

Note: The spirit of the Egyptian moon-god Khonshu, motivated the formerly lone-wolf adventurer Moon Knight to join the West Coast Avengers after meeting them for the first time on a case, then just as abruptly caused him to cancel his full-time status. Recently Moon Knight appeared before a quorum of both the East and West Coast teams and resigned his membership.

WASP

Real name: Janet Van Dyne
Current status: Reserve member (West Coast)
Membership record: WEST COAST AVENGERS Vol. 2 #7, 10, 17 (as Avengers East member), WEST COAST AVENGERS Vol. 2 #33-40, 42-47 (as a member); AVENGERS WEST COAST #48-51, 53-57, 60-63, 65-75, 80-82, 84-96 (as a member); WEST COAST AVENGERS ANNUAL #1 (as Avengers East member), WEST COAST AVENGERS ANNUAL #3 (as a member), AVENGERS WEST COAST ANNUAL #4-7 (as a member)
Note: Following a lengthy term as Avengers East chairman, the Wasp dropped in on the West Coast Avengers while visiting California and ended up staying on as regular member for quite sometime.

SCARLET WITCH

Real name: Wanda Maximoff
Current status: Active (West Coast)
Membership record: WEST COAST AVENGERS Vol. 2 #2-3, 30 (as Avengers East member), 33-40, 42-47 (as a member); AVENGERS WEST COAST #48-51, 53-57, 60-63, 65-75, 80-82, 84-96 (as a member); WEST COAST AVENGERS ANNUAL #1 (as Avengers East member), WEST COAST AVENGERS ANNUAL #3 (as a member), AVENGERS WEST COAST ANNUAL #4-7 (as a member)
Note: Both the Scarlet Witch and the Vision were on reserve status with Avengers East when they and the Avengers West Coast found themselves captives of the same adversaries, whereupon the couple returned to active duty with the West.

VISION

Real name: Vision
Current status: Active (East Coast)
Membership record: WEST COAST AVENGERS Vol. 1 #1, 4 (as Avengers East member), WEST COAST AVENGERS Vol. 2 #2-3, 30 (as Avengers East member), 33-40, 43-45, 47 (as a member); AVENGERS WEST COAST #48-51, 53-55 (as a member), 63, 82, 89-91 (as Avengers East member); WEST COAST AVENGERS ANNUAL #1 (as Avengers East member), WEST COAST AVENGERS ANNUAL #3 (as a member), AVENGERS WEST COAST ANNUAL #4 (as a member); AVENGERS WEST COAST ANNUAL #5-6 (as Avengers East member)

AVENGERS WEST COAST™

FOURTH LINE-UP

ARTWORK BY DARREN AUCK & JOSEF RUBINSTEIN

U.S.AGENT

Real name: John Walker/Jack Daniels
Current status: Active (West Coast)
Membership record: WEST COAST AVENGERS Vol. 2 #44-46, AVENGERS WEST COAST #47, 50-51, 53-58, 60-63, 65-69, 71-72, 74-75, 80-82, 84-85, 87-96; AVENGERS WEST COAST ANNUAL #4-7
Note: After serving as the U.S. government's replacement for Steve Rogers as Captain America, John Walker faked his own death and was returned to action in a new guise as the U.S.Agent. At first appointed to join the Avengers by the government, he has since been voted in by the membership. That the former replacement Captain America was John Walker is publicly known, but that he is still alive and active is a secret

HUMAN TORCH I

Real name: Human Torch
Current status: Reserve member (West Coast)
Membership record: AVENGERS WEST COAST #50-51, 53-54, 56-58, 63-64, 83; AVENGERS WEST COAST ANNUAL #4-5
Note: After years during which it was thought that the original android Human Torch of the 1940s had been reconstructed as the Vision II, it was learned that the two were actually separate beings, and that the original Torch had survived intact. he then briefly joined the Avengers West Coast, but has since become a reservist after losing his superhuman powers. His seldom-used Jim Hammond cover identity is still secret, although the world currently believes the Human Torch I to be dead.

QUICKSILVER

Real name: Pietro Maximoff
Current status: Inactive (active with X-Factor II)
Membership record: WEST COAST AVENGERS Vol. 2 #34-36 (as an antagonist); AVENGERS WEST COAST #56-57, 60-63, 65-70, 83 (as a member); WEST COAST AVENGERS ANNUAL #1 (as an antagonist), AVENGERS WEST COAST ANNUAL #5 (as a member)
Note: After having battled the Avengers while under the influence of Maximus, Quicksilver returned to help save his sister, the Scarlet Witch, from the machinations of their father, Magneto. He remained with the west coast team long enough to be voted reserve membership, but has chosen instead to serve with the U.S. government's mutant strike force, X-Factor II.

SPIDER-WOMAN II

Real name: Julia Carpenter
Current status: Active (West Coast)
Membership record: AVENGERS WEST COAST #70-72 (as non-member ally), AVENGERS WEST COAST #74-75, 80-82, 84-97 (as a member), AVENGERS

WEST COAST ANNUAL #6-7 (as a member)
Note: After battling the Pacific Overlords alongside Avengers West Coast, Spider-Woman II was nominated to the roster as Tigra's replacement. Her true identity is known only to her teammates, the Fantastic Four, and her daughter Rachel.

LIVING LIGHTNING

Real name: Miguel Santos
Current status: Reserve member (West Coast)
Membership record: AVENGERS WEST COAST #63, 70-73 (as an antagonist), AVENGERS WEST COAST #74-75, 80, 82, 84-90, 92, 96 (as a member); AVENGERS WEST COAST ANNUAL #6-7 (as a member)
Note: Soon after gaining superhuman powers, Miguel Santos found himself battling the original Human Torch, then joining the Pacific Overlords against the Avengers. He soon switched sides, however, and became an Avengers when nominated as the Wasp's replacement. He has since gone on reserve status in order to attend college. His true identity is publicly known.

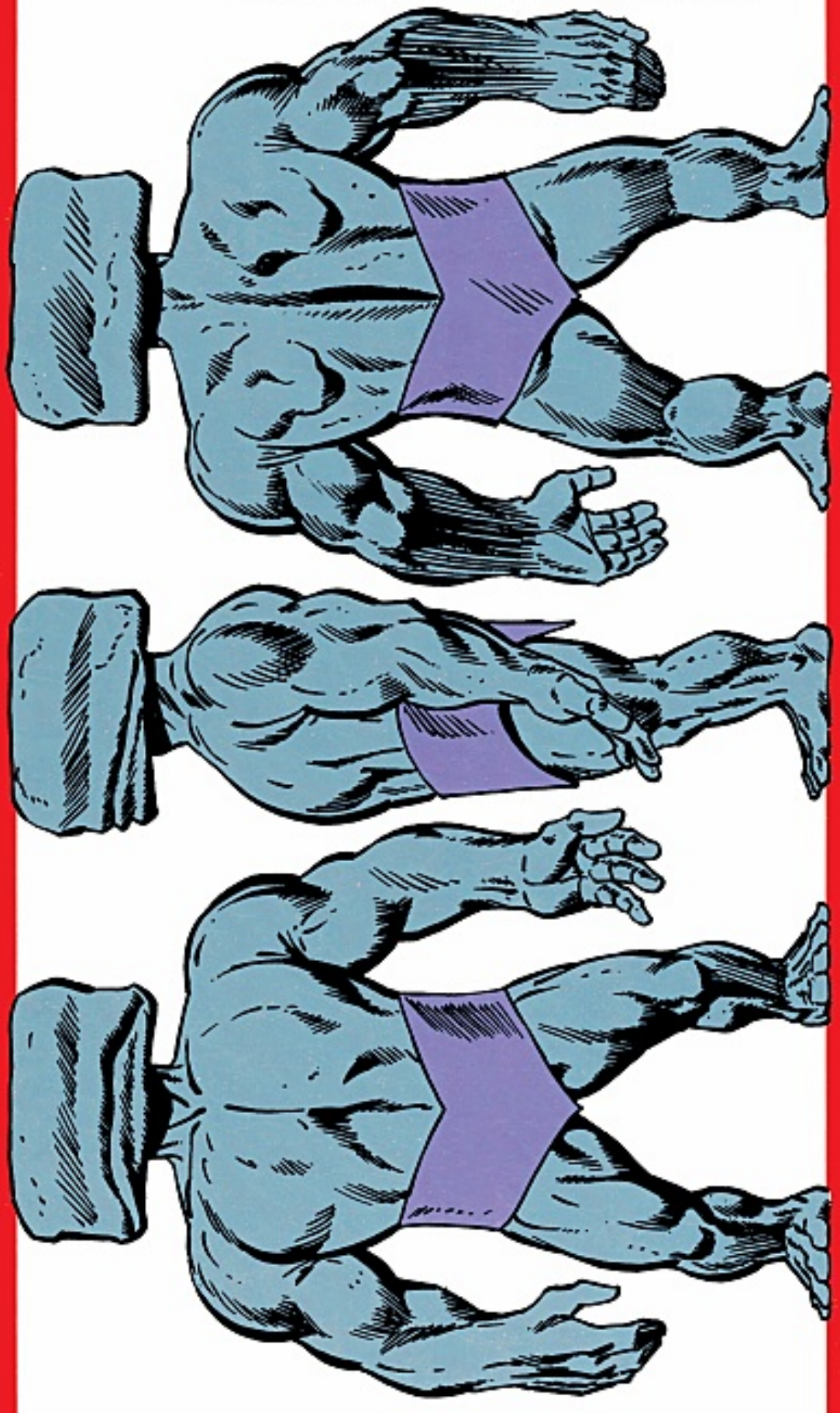
MACHINE MAN

Real name: X-51
Current status: Reserve member (West Coast)
Membership record: AVENGERS WEST COAST #83; AVENGERS WEST COAST ANNUAL #5
Note: Machine Man was nominated as a reservist without ever having served with or even met the Avengers West Coast, although he had aided the Avengers East against the menaces of Heavy Metal and Terminus. Thus far, he has fought alongside his new allies on only two occasions, once with only the other reservists present.

DARKHAWK

Real name: Christopher Powell
Current status: Reserve member (West Coast)
Membership record: AVENGERS WEST COAST #93-95 (as a member); AVENGERS WEST COAST ANNUAL #7 (as non-member ally)
Note: Although his usual base of operations is New York City, Darkhawk was drawn into an Avengers West Coast case by Iron Man I, and later invited to help the team in a subsequent adventure by Spider-Woman, whereupon he was voted special status as reservist. His civilian identity is a secret even from his teammates.

AWESOME ANDROID™



AWESOME ANDROID

BIOGRAPHICAL DATA

Real name: Awesome Android
Other current aliases: None
Former aliases: None
Dual identity: Inapplicable
Current occupation: Combat instrument
Former occupation: Same
Citizenship: Inapplicable
Legal status: Constructed using stolen patents, therefore its existence is illegal
Place of construction: Hoboken, New Jersey
Marital status: Inapplicable
Known relatives: Mad Thinker (creator)
Known confidants: Inapplicable
Known allies: Mad Thinker, Heavy Metal (Super-Adaptoid, Sentry #459, Tess-One, Machine Man), the Fixer
Major enemies: Fantastic Four, Rom, the Avengers
Usual base of operations: New York area
Former bases of operations: Mad Thinker's laboratory
Current group membership: Heavy Metal
Former group membership: None
Extent of programming: No capacity for self-motivated activity, totally dependent on its programming or the spoken commands of its programmer; it usually deactivates itself when it has no current program to run

PHYSICAL DESCRIPTION

Height: 15' 1"
Weight: 1421 lbs.
Eyes: None
Hair: None
Other distinguishing features: Gray skin, flattened box-shaped head with suggestion of mouth cavity, arms are more proportionate to a simian's body than a human's, variable epidermal features depending upon what it mimics.

POWERS AND ABILITIES

Intelligence: Artificial, limited
Strength: Superhuman Class 25
Speed: Normal human
Stamina: Metahuman
Durability: Demigodlike
Agility: Metahuman
Reflexes: Superhuman
Fighting skills: None
Special skills and abilities: None
Superhuman physical powers: Ability to mimic certain attributes of other beings with whom it establishes physical contact, such as the Thing's rocky epidermis, Iceman's ice-coating, Rom's armament, or Captain America's physique. The Android can also expel 180 mile an hour wind from its mouth, form its fist into huge blocks, and expand in overall size by about 10%
Superhuman mental powers: None
Special limitations: The Android can only mimic one attribute at once. The

maximum length of time it can retain an attribute is approximately one hour. The Android's most vulnerable spot is the motor nerve terminal under each armpit. The Android runs on an atomic battery.

Source of superhuman powers: The Awesome Android was created by splicing unstable molecules into the DNA patterns of an ape in a manner patented by Reed Richards. The Android's body configuration was designed by the Mad Thinker.

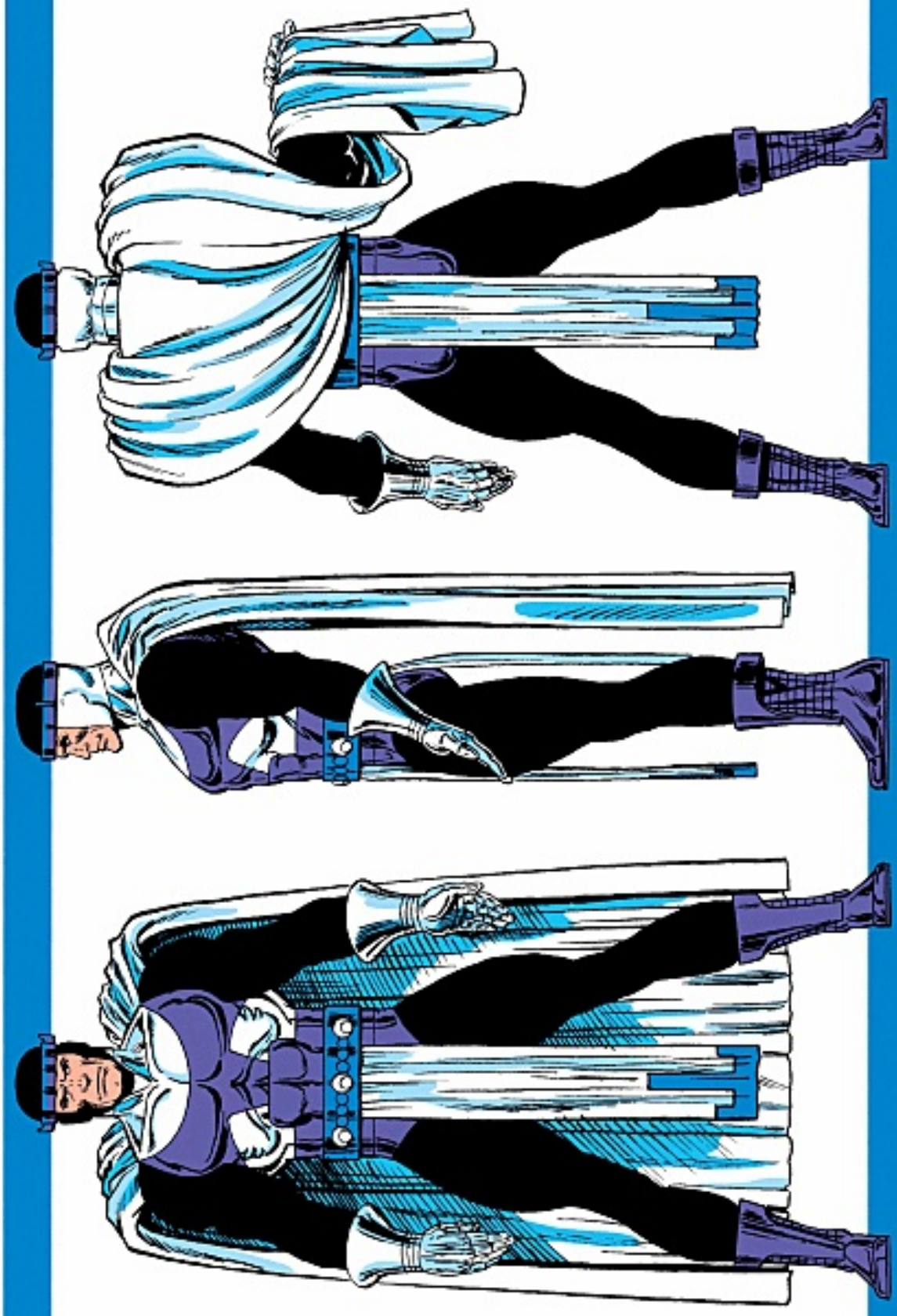
PARAPHERNALIA

Costume specifications: Unstable molecules
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Mad Thinker

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #15
Origin issue: The details of the Awesome Android's origin are as yet unrevealed.
Significant issues: FANTASTIC FOUR #15 (battled Fantastic Four during Mad Thinker's occupation of the Baxter Building, deactivated by Invisible Girl); FANTASTIC FOUR #28 (dispatched by Mad Thinker and Puppet Master to battle both the Fantastic Four and original X-Men, mentally deactivated by Professor X); ROM #14 (dispatched by Mad Thinker to incapacitate Rom for study, suffered programming breakdown, subdued the Thinker); CAPTAIN AMERICA #311 (repaired and abandoned by the Thinker, battled Captain America); AVENGERS #286 (reprogrammed by the Fixer, battled the Avengers, deactivated by the She-Hulk); AVENGERS #289 (reactivated by the Super-Adaptoid, sent to destroy Avengers Island alongside Heavy Metal, beheaded by the Sub-Mariner); AVENGERS SPOTLIGHT #27 (repaired and reactivated by Machinesmith to distract Avengers while other robots escaped confinement, battled reserve Avengers, neutralized by Captain Marvel)

BALDER™



BALDER

BIOGRAPHICAL DATA

Real name: Balder
Other current aliases: Balder the Brave
Former aliases: Baldur
Dual identity: None; the general populace of Earth is aware of Balder's existence but does not acknowledge his godhood.
Current occupation: Warrior god, Asgardian god of light
Former occupation: Ruler of Asgard
Citizenship: Realm of Asgard
Legal status: No criminal record
Place of birth: Asgard
Marital status: Single
Known relatives: Hoder (alleged brother)
Known confidants: Thor I, Sif, Odin, Agnar, Warriors Three, (former) Nanna (deceased), Karnilla
Known allies: Thor I, Sif, Odin, Heimdall, Warriors Three (Hogun, Fandrall, Volstagg), Thor II, Beta Ray Bill, Gods of Asgard, (former) Karnilla
Major enemies: Loki, Ymir, Surtur, Mangog, the Enchantress, Ulik, Igron, Hela, Utgard-Loki, Mephisto, Seth, Annihilus, (former) the Executioner I (deceased), Malekith (deceased)
Usual base of operations: Asgard
Former bases of operations: None
Current group membership: Gods of Asgard
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 720 lbs.
Eyes: Blue
Hair: White, originally brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman, (in Asgard) Totally indestructible
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Superb hand-to-hand combatant, master of most Asgardian weapons, especially the sword
Special skills and abilities: Skilled diplomat and leader
Superhuman physical powers: Aside from the above listed attributes, Balder has the ability to radiate unmeasured degrees of heat and light; like all Asgardians, Balder is extremely long-lived (though not immortal), and immune to terrestrial diseases. Also, while in Asgard, Balder cannot be mortally wounded by any weapon, with the exception of mistletoe.
Superhuman mental powers: None
Special limitations: Vulnerable to weapons of mistletoe
Source of superhuman powers: Balder is

a member of the race of superhumans known as Asgardians.

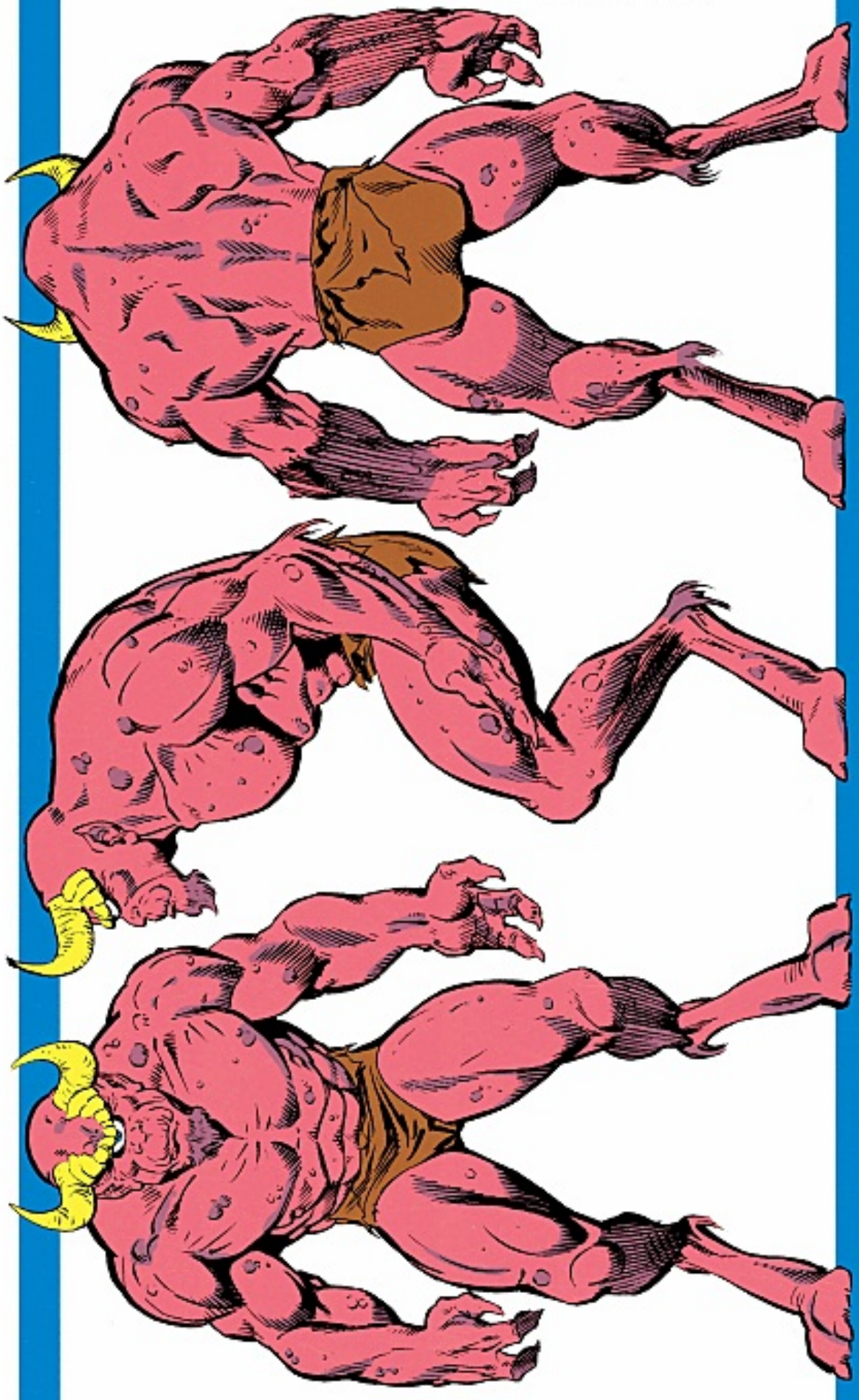
PARAPHERNALIA

Costume specifications: Asgardian fabric and body armor
Personal weaponry: the Sword of Frey (an enchanted sword)
Special weaponry: None
Other accessories: None
Transportation: Asgardian starjammer, horse
Design and manufacture of paraphernalia: Forges of Asgard

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #85
Origin issue: Balder's origin is as yet unrevealed.
Significant issues: JOURNEY INTO MYSTERY #104 (in modern times, alongside Thor I and Odin, battled Surtur and Skagg on Earth); JOURNEY INTO MYSTERY #106-107 (at an unknown time in the past, rendered invulnerable, attacked by Loki, rescued by Karnilla); JOURNEY INTO MYSTERY #122-123 (accompanied Thor I on quest, destroyed the Utgard Dragon); THOR #143-145 (alongside Thor I and Sif, battled the Enchanters Magnir and Brona); THOR #148-152 (with Thor I and Sif, battled Wrecker and Ulik); THOR #154-157 (spurned Karnilla's affections, battled the Legion of the Lost, helped defend Asgard against Mangog); THOR #169-170 (alongside Thor I and the Warriors Three, battled the Thermal Man); THOR #179-181 (alongside Sif, battled Loki in the body of Thor I); THOR #189-201 (forced to renounce Odin and serve Karnilla; later released from her service); THOR #247-252 (helped depose usurpers Mangog and Igron); THOR #255 (named ruler of Asgard during Thor I's quest to find missing Odin); THOR #258-261 (alongside Karnilla, defended Asgard against assault by animated suits of armor, battled Enchantress and Executioner I); THOR #274-275 (shot with mistletoe arrow by Hoder, preserved in near-death state by Odin in order to forestall Ragnarok); THOR #301-302 (restored to life by Odin, renounced life of the warrior); THOR #305-306 (fell in love with Nanna; with Nanna, abducted by Karnilla; witnessed Nanna's suicide in order to cancel his vow to wed Karnilla); THOR #338 (first met Agnar); THOR #346-348 (encountered the Norns, regained his faith in living); THOR #350-351 (petitioned Karnilla to join forces with Asgard against Surtur); BALDER THE BRAVE #1 (learned of Odin's disappearance, trained Agnar as a warrior); THOR #360-362 (alongside Thor I, led Einherjar to free captive human souls from Hel); BALDER THE BRAVE #2-4 (alongside Agnar, freed Karnilla from Frost Giants, gained the ability to radiate heat and light)

BALOR™



BALOR

BIOGRAPHICAL DATA

Real name: Balor
Other current aliases: None
Former aliases : None
Dual identity: None in Avalon, believed to be a fictional character from Celtic myth by the general populace of Earth
Current occupation: Warrior
Former occupation: Unrevealed
Citizenship: Avalon, the Mystic Isle
Legal status: Inapplicable
Place of birth: Avalon, the Mystic Isle
Marital status: Married
Known relatives: Cethlann (wife)
Known confidants: Cethlann
Known allies: None
Usual base of operations: Avalon
Former bases of operations: Same
Current group membership: The Fomor
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 66' 5"
Weight: Unrevealed
Eyes: Blue
Hair: Red
Other distinguishing features: Reddish skin, yellow horns, a third eye in the middle of his forehead, pointed ears, goatlike legs, three fingers on each hand

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Stamina: Superhuman
Durability: Superhuman resistant
Agility: Normal
Reflexes: Athlete
Fighting skills: Extensive experience in brawling and warfare
Special skills and abilities: Unrevealed
Superhuman physical powers: Other than the above, Balor possesses the ability to project mystical force from his third eye. This force can be used as a concussion blast, a heat ray, and as a teleportation beam.
Superhuman mental powers: None
Special limitations: Balor is vulnerable to superior magic.
Source of superhuman powers: Balor is a member of the extradimensional race of superhuman beings known as the Fomor, whose physical might has been augmented by magic. The reason for his great stature (the other Fomor are human sized) has not yet been revealed, but may involve magic.

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Usually walks under his own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: AVENGERS #225

Origin issue: Balor's origin is as yet unrevealed.

Significant issues: AVENGERS #225 (in the dimension of Avalon in the 12th Century, alongside the Fomor, battled the Black Knight and Avengers; his body was magically transmuted into energy and stored in the Evil Eye, his magical energy employed by the Black Knight to transmute his stone body back to flesh); BLACK KNIGHT #3 (on 20th Century Earth, freed from the Evil Eye by Morgan Le Fey, battled Dr, Strange, the Black Knight, and Victoria Bentley as the Valkyrie, body dissipated when the Black Knight destoyed the Evil Eye)

BANSHEE™

BANSHEE

BIOGRAPHICAL DATA

Real name: Sean Cassidy
Other current aliases: None
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: INTERPOL Inspector, freelance detective, professional criminal, involuntary operative for Factor Three
Citizenship: Ireland
Legal status: No criminal record
Place of birth: Cassidy Keep, Ireland
Marital status: Widowed
Known relatives: Maeve Rourke Cassidy (wife, deceased), Black Tom Cassidy (brother), Siryn (daughter)
Known confidants: Moira MacTaggart, Charles Xavier
Known allies: X-Men, X-Factor II, Siryn, Moira MacTaggart
Major enemies: Black Tom Cassidy, factor Three, Ogre, Mutant Master, Moses Magnum, Proteus II, Sentinels, Damien McLanahan
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State; Moira MacTaggart's Mutant Research Center, Muir Island, Scotland
Former bases of operations: Cassidy Keep, Ireland
Current group membership: X-Men (now on leave)
Former group membership: Factor Three
Extent of education: Bachelor of science degree from Trinity College, Dublin

PHYSICAL DESCRIPTION

Height: 6'
Weight: 170 lbs
Eyes: Blue-green
Hair: Red-blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Flight speed: Speed of sound
Stamina: (lungs, throat, vocal cords) Superhuman, (rest of body) Athlete
Durability: (throat, vocal cords) Superhuman, (rest of body) Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant, trained in unarmed combat and armed combat by INTERPOL
Special skills and abilities: Highly skilled detective, American country music aficionado
Superhuman physical powers: Ability to use superhuman vocal cords, throat and lungs to create sonic effects, including flight, shattering objects, and inducing temporary hypnotic trance or temporary unconsciousness in other people
Superhuman mental powers: Limited psionic powers that function only in unison

with his sonic powers, to produce various effects, such as causing the sonic energy he emits to propel him forward rather than backward, and creating a psionic force field that immunizes his body against the effects of his own sonic waves and flight at high speeds.
Special limitations: Vocal cords susceptible to injury from excessive strain in using sonic powers
Source of superhuman powers: Genetic mutation

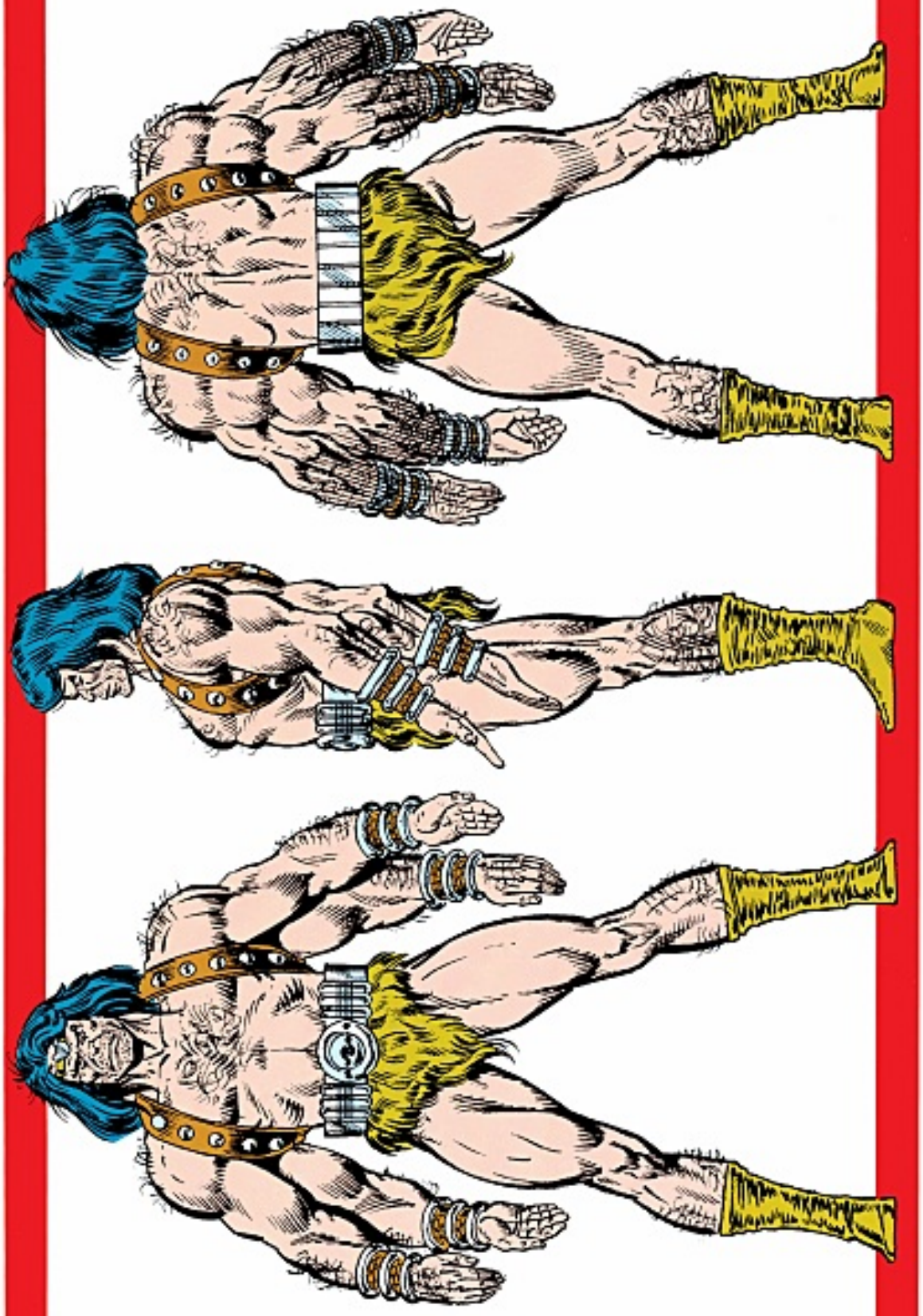
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made highly resistant to air friction
Personal weaponry: Sometimes uses conventional firearms
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Factor Three, Professor X

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #28
Origin issue: CLASSIC -MEN #16
Significant issues: X-MEN Vol. 1 #28 (forced by Factor Three and Ogre to serve as their operative, battled X-Men, freed from Factor Three's control); X-MEN Vol. 1 #35 (captured by Factor Three); X-MEN Vol. 1 #39 (helped X-Men defeat Mutant Master); X-MEN Vol. 1 #60 (released from Sentinels captivity); CAPTAIN AMERICA #172 (fought Captain America and the Falcon as agent of the Secret Empire); GIANT-SIZE X-MEN #1 (joined X-Men); X-MEN Vol. 1 #96 (first met Moira MacTaggart); X-MEN Vol. 1 #101-103 (alongside X-Men, fought Black Tom Cassidy and Juggernaut); UNCANNY X-MEN #119 (severely damaged vocal cords in battle against Moses Magnum); UNCANNY X-MEN #129 (left X-Men to stay with Moira MacTaggart); UNCANNY X-MEN #148 (reunited with daughter Siryn); CLASSIC X-MEN #26 (revealed first encounter with Wolverine); MARVEL COMICS PRESENTS #24 (regained sonic powers); UNCANNY X-MEN #254-255 (rejoined X-Men); X-MEN Vol. 2 #5 (jaw broken in battle); X-MEN Vol. 2 #5 (left X-Men again to be with Moira MacTaggart)

BARBARUS™



BARBARUS

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None
Dual identity: Known in Savage Land
Current occupation: Warrior
Former occupation: Unrevealed if any
Citizenship: None
Legal status: None
Place of birth: The Savage Land
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Zaladane, Savage Land Mutates (Brainchild, Amphibius, Gaza, Lupo, the Piper, Vertigo, Equilibrius), formerly Magneto and Sauron
Major enemies: Ka-Zar, the X-Men
Usual base of operations: The Savage Land
Former bases of operations: Same
Current group membership: The Savage Land Mutates
Former group membership: The Swamp Men of the Savage Land
Extent of education: No formal education

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 235 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Four arms

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Enhanced human
Stamina: Superhuman
Durability: Superhuman

Agility: Peak human
Reflexes: Peak human
Fighting skills: Good hand-to-hand combat skills, relies more on strength and size than on skill
Special skills: None
Superhuman physical powers: Superhuman strength due to additional arms and related musculature

Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Artificially induced mutation

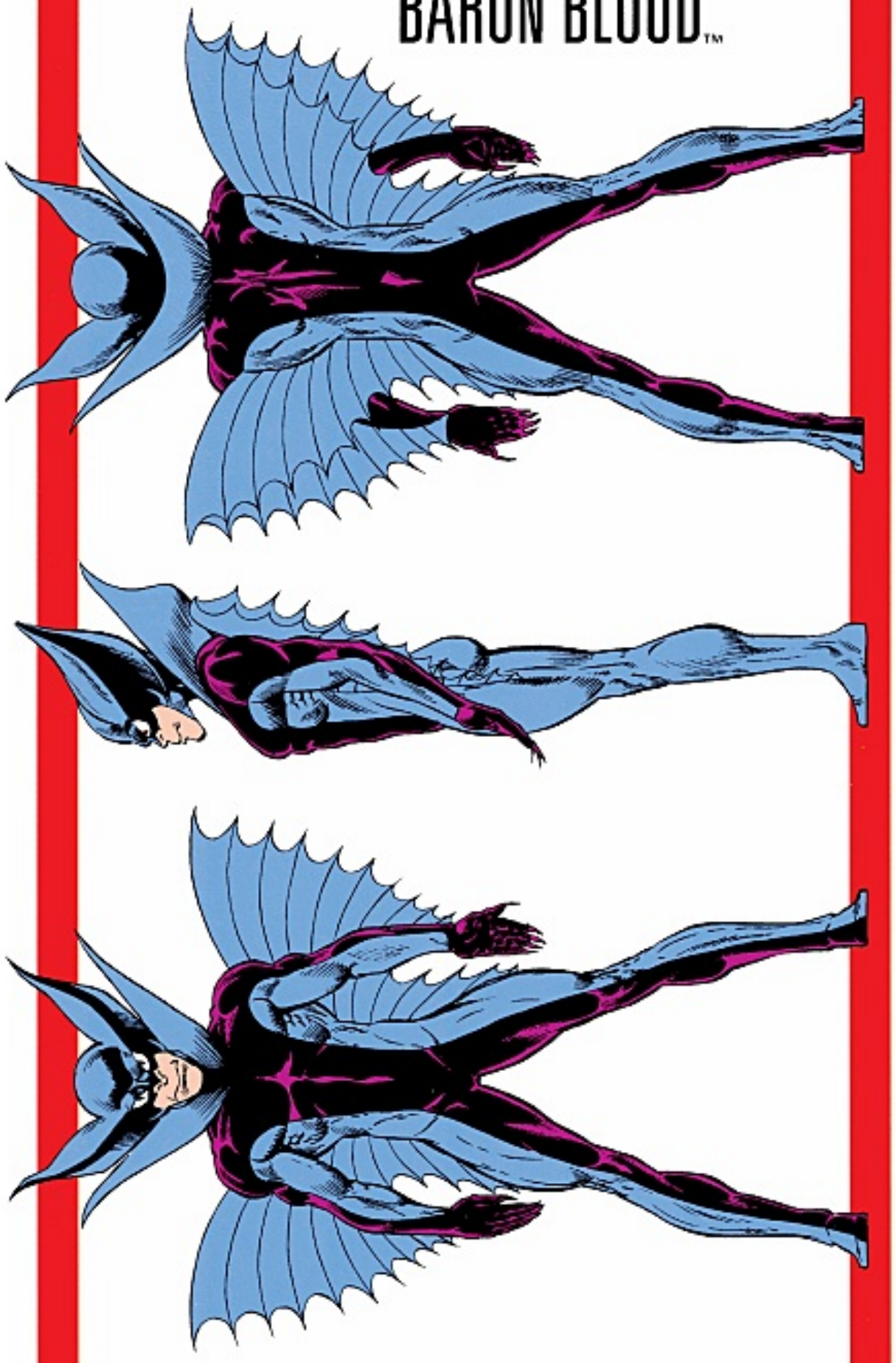
PARAPHERNALIA

Costume specifications: None
Personal weaponry: Wooden clubs
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Self

BIBLIOGRAPHY

First appearance: X-MEN #62
Origin issue: X-MEN #63
Significant issues: X-MEN #62-63 (with other Savage Land Mutates, battled X-Men and Ka-Zar at order of Magneto); AVENGERS #105 (with other Savage Land Mutates, battled Avengers in Savage Land); MARVEL FANFARE #1-2 (with other Savage Land Mutates, battled Spider-Man, Angel and Ka-Zar at order of Brainchild); MARVEL FANFARE #3-4 (with other Savage Land Mutates, served Sauron and Zaladane in their attempt to take over Savage Land); X-MEN #249-250 (with other Savage Land Mutates, employed by Zaladane in her attempt to conquer the Savage Land); X-MEN #274-275 (with other Savage Land Mutates, aided Zaladane in battle Magneto, Ka-Zar and allies)

BARON BLOOD™



BARON BLOOD I

BIOGRAPHICAL DATA

Real name: Lord John Falsworth
Aliases at time of death: None
Former aliases : John Falsworth, Jr., Dr. Charles Cromwell
Dual identity: Known to the high officials of the Allies during World War II and to high British officials and Scotland Yard
Occupation at time of death: Traveler
Occupation at time of final death: Vampire
Former occupation: Assassin for German intelligence agencies during World War I and World War II
Citizenship: United Kingdom
Legal status: Member of the British aristocracy, legally dead
Place of birth: Falsworth Manor, England
Place of death: Castle Dracula, Transylvania, Romania
Place of final death: Falsworth Manor, England
Cause of death: Bitten by Count Dracula, died, and transformed into a vampire
Cause of final death: Beheaded by Captain America's shield
Marital status: Single
Known relatives: Lord William Falsworth (father, deceased), Lord Montgomery James Falsworth (Union Jack I, brother, deceased), Lady Falsworth (sister-in-law, deceased), Lady Jacqueline Falsworth Crichton (Spitfire, niece), Brian Falsworth (Union Jack II, nephew, deceased), Kenneth Crichton (grand-nephew)
Known confidants: None
Known allies: Count Dracula, Adolf Hitler (deceased), the Super-Axis (Master Man I, Warrior Woman, U-Man, Lady Lotus), Dr. Charles Cromwell (deceased)
Major enemies: Freedom's Five (Union Jack I [deceased], Phantom Eagle [deceased], Crimson Cavalier, Sir Steel, Silver Squire), the Invaders (Captain America I, Bucky [deceased], Namor the Sub-Mariner, Human Torch I, Toro [deceased], Spitfire, Union Jack II [deceased], Whizzer I [deceased], Miss America [deceased], Union Jack III [deceased])
Base of operations at time of death: Mobile throughout London
Former base of operations: Nazi Germany
Group membership at time of death: None
Former group membership: The Super-Axis
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 180 lbs.
Eyes: Red
Hair: Black
Other distinguishing features: Pronounced sharpened canine teeth (fangs)

POWERS AND ABILITIES

Intelligence: Above normal

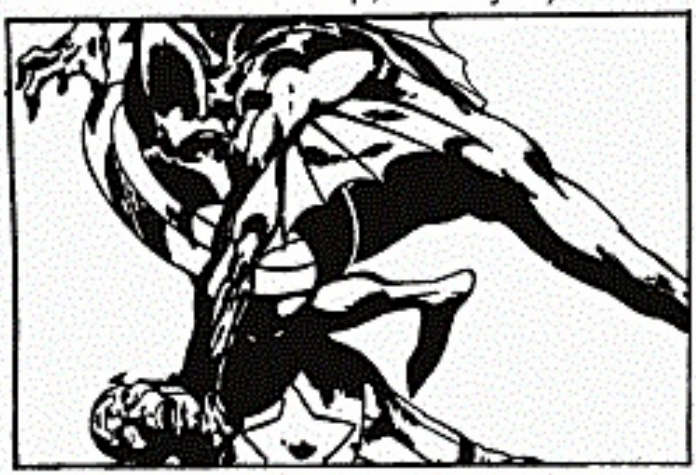
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Directed motion hovering
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Baron Blood I had limited physical malleability, limited weather control over small areas, and bat-like hearing.
Superhuman mental powers: Ability to instantly hypnotize human victims; ability to command mice, rats, bats, and wolves
Special limitations: Inability to endure direct sunlight without artificial aids, inability to endure for more than half an hour even with artificial aids; standard vampiric vulnerabilities to garlic, silver, the presence of religious symbols, beheading, wooden stake through the heart
Source of superhuman powers: Transformation into a vampire, special cosmetic treatments (enabling him to withstand sunlight and remain active in daylight), possible genetic mutation (power of flight only)

PARAPHERNALIA

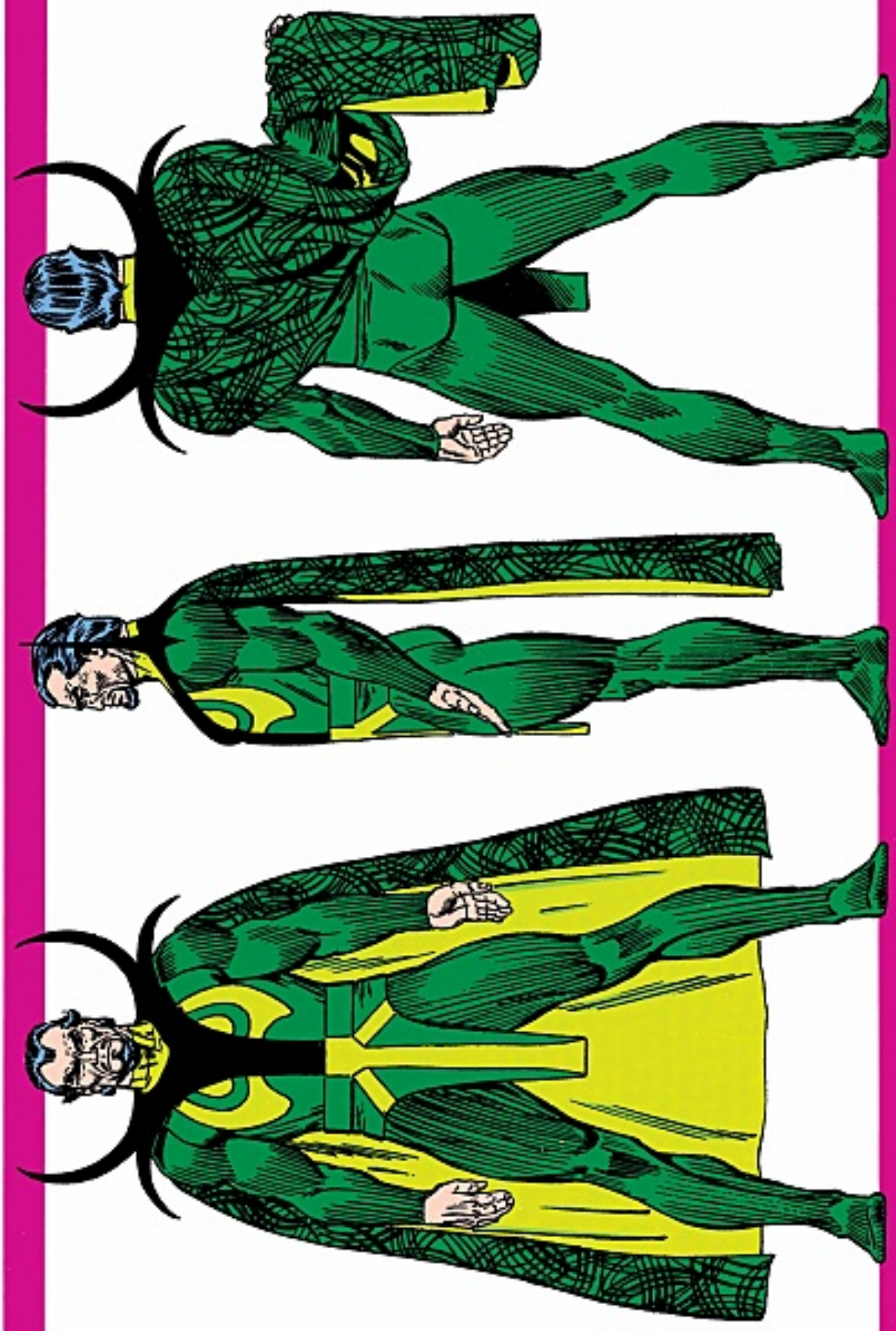
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: INVADERS #7
Origin issue: INVADERS #9
Significant issues: INVADERS #7-9 (became a vampire and German agent during World War I, battled Union Jack I, became Nazi agent in World War II, battled the Invaders, crippled Union Jack I, wounded Jacqueline Falsworth, impaled on a stalagmite); INVADERS #39-41 (resurrected by the forces of Lady Lotus; alongside the Super-Axis, battled the Invaders; destroyed); CAPTAIN AMERICA #253-254 (resurrected in modern times, battled Captain America and Union Jack III, totally destroyed); AVENGERS ANNUAL #16 (alongside Legion of the Unliving II, battled Captain America and the Wasp, destroyed)



BARON MORDO



BARON MORDO

BIOGRAPHICAL DATA

Real name: Karl Amadeus Mordo
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Sorcerer
Former occupation: Unrevealed
Citizenship: Transylvania
Legal status: No criminal record
Place of birth: Varf Mandra, Transylvania
Marital status: Single
Known relatives: Viscount Crowler (grandfather)
Known confidants: None
Known allies: Dormammu, Umar
Major enemies: Doctor Strange
Usual base of operations: Castle Mordo, Varf Mandra, Transylvania
Former bases of operations: The Himilayan castle of the Ancient One
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6"
Weight: 250 lbs.
Eyes: Brown
Hair: Gray
Other distinguishing features: A full beard

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Some knowledge of an unspecified martial art similar to karate
Special skills and abilities: Extensive knowledge of magical lore
Superhuman physical powers: Ability to manipulate magical forces for a variety of effects, including mesmerism, thought-casting, teleportation, illusion casting, energy projection, and the tapping of extradimensional energy by invoking entities or objects of power existing in dimensions tangential to Earth's through the recitation of spells
Superhuman mental powers: See above
Special limitations: None
Source of superhuman powers: Manipulation of the forces of magic

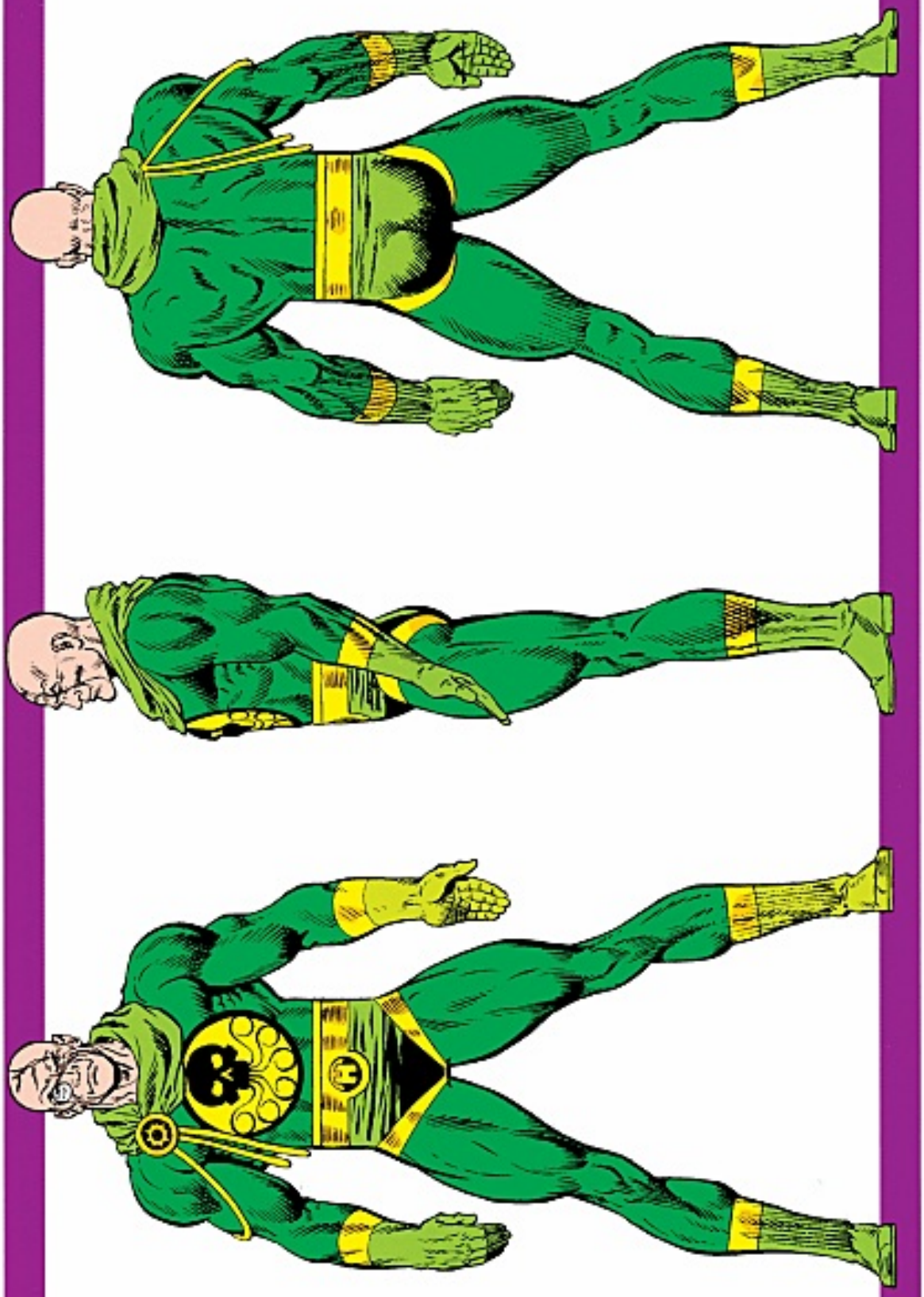
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various, often inter-dimensional teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: STRANGE TALES #111
Origin issue: STRANGE TALES #115
Significant issues: STRANGE TALES #111 (first encountered Dr. Strange; exiled by the Ancient One); STRANGE TALES #114 (disguised as Sir Clive Bentley, trapped Dr. Strange); STRANGE TALES #115 (origin of Dr. Strange revealed, opposed Dr. Strange's discipleship); STRANGE TALES #117 (set new traps for Strange in bid to wrest magical secrets from the Ancient One); STRANGE TALES #121 (stole Strange's body while astral projecting); STRANGE TALES #125 (imprisoned the Ancient One); STRANGE TALES #130 (made deal with Dormammu for additional power to defeat Dr. Strange); STRANGE TALES #131 (dispatched agents to search for incognito Strange); STRANGE TALES #132 (banished Strange from Earth); STRANGE TALES #134 (fled from Strange); STRANGE TALES #135-136 (dispatched agents to kill Strange); STRANGE TALES #139 (engaged in personal combat with Strange); STRANGE TALES #141 (exiled to Dimension of Demons by Dormammu); STRANGE TALES #159-162 (battled Dr. Strange at Stonehenge alongside minions, ultimately banished from Earth); MARVEL FEATURE #1 (impersonated Dr. Strange during Strange's brief retirement, vanquished); MARVEL PREMIERE #13-14 (discovered Book of Cagliostro, battled Strange in 18th Century Paris, accompanied Strange and Sise-Neg to the dawn of time) DR. STRANGE #10 (in Strange's care since mental breakdown, escaped); DR. STRANGE #40 (transformed dead Lord Phyffe into Azrael, angel of death, dispatched against Strange); MAN-THING Vol. 2 #4-DR. STRANGE #41 (sent Man-Thing to kill Strange, assembled thirteen people for human sacrifice to the Chaos Demon, defeated by Strange, Jennifer Kale, and Man-Thing); DR. STRANGE #49-50 (attacked Strange, escaped into the 1940s, manipulated by Dormammu); DR. STRANGE, SORCERER SUPREME #5-8 (sold soul to both Mephisto and Satannish for power, gambled Strange would save him, trapped with Sara Wolfe, rescued her); DR. STRANGE, SORCERER SUPREME #22-23 (freed from imprisonment by Sara Wolfe, battled Dormammu to defend Earth, defeated, pretended to ally self with Dormammu, allied self with Umar to defeat Dormammu)

BARON STRUCKER™



BARON STRUCKER

BIOGRAPHICAL DATA

Real name: Baron Wolfgang Von Strucker
Other current aliases: Supreme Hydra
Former aliases : Grand Imperator of THEM, Don Antonio Caballero, Emir Ali Bey, John Bronson
Dual identity: The general populace is unaware that Strucker is alive.
Current occupation: Leader of HYDRA
Former occupation: German Intelligence agent; later wing Commander of Nazi Germany's Death's-Head Squadron; later still, leader of the Blitzkrieg Squad of commandos
Citizenship: Germany
Legal status: Legally dead
Place of birth: Strucker Castle, Bavaria, Germany
Marital status: Married, presumably divorced or widowed
Known relatives: Andrea (daughter), Andreas, Werner (sons)
Known confidants: None
Known allies: Red Skull, HYDRA, Garrote, Guillotine, Cassandra Romulus, Saltz, (former) Blitz Squad, Adolf Hitler, Master Man I, Warrior Woman
Major enemies: Nick Fury, SHIELD, (former) Howling Commandos, Captain Savage and his Leatherneck Raiders, Charles Xavier, Magneto, Invaders, Adolf Hitler, Samurai Squad, Captain America, Wolverine
Usual base of operations: Various secret HYDRA bases
Former bases of operations: Strucker Castle, Bavaria, Germany; Berlin, Germany; HYDRA Island, Pacific Ocean; Karnopolis, Egypt
Current group membership: HYDRA
Former group membership: Blitz Squad, Death's-Head Squadron, Nazi Party, German Army
Extent of education: College level, at least

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 225 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: Dueling scar over his face; mottled skin due to exposure to Death Spore

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Peak human
Speed: Peak human
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Exceptional hand-to-hand combatant, swordsman, and marksman
Special skills and abilities: Consummate military strategist and spy; master of

disguise and excellent actor.
Superhuman physical powers: Strucker's DNA has bonded to the Death Spore, enabling him to be revived after seemingly being killed by gunshot wounds and radiation poisoning. Strucker can now release the Death Spore virus from his body at will, killing his victims nearly instantly. If Strucker is killed, the Death Spore viruses will allegedly be set free from his body.
Superhuman mental powers: None
Special limitations: Wears a monocle over his right eye to correct its vision
Source of superhuman powers: Exposure to death spore

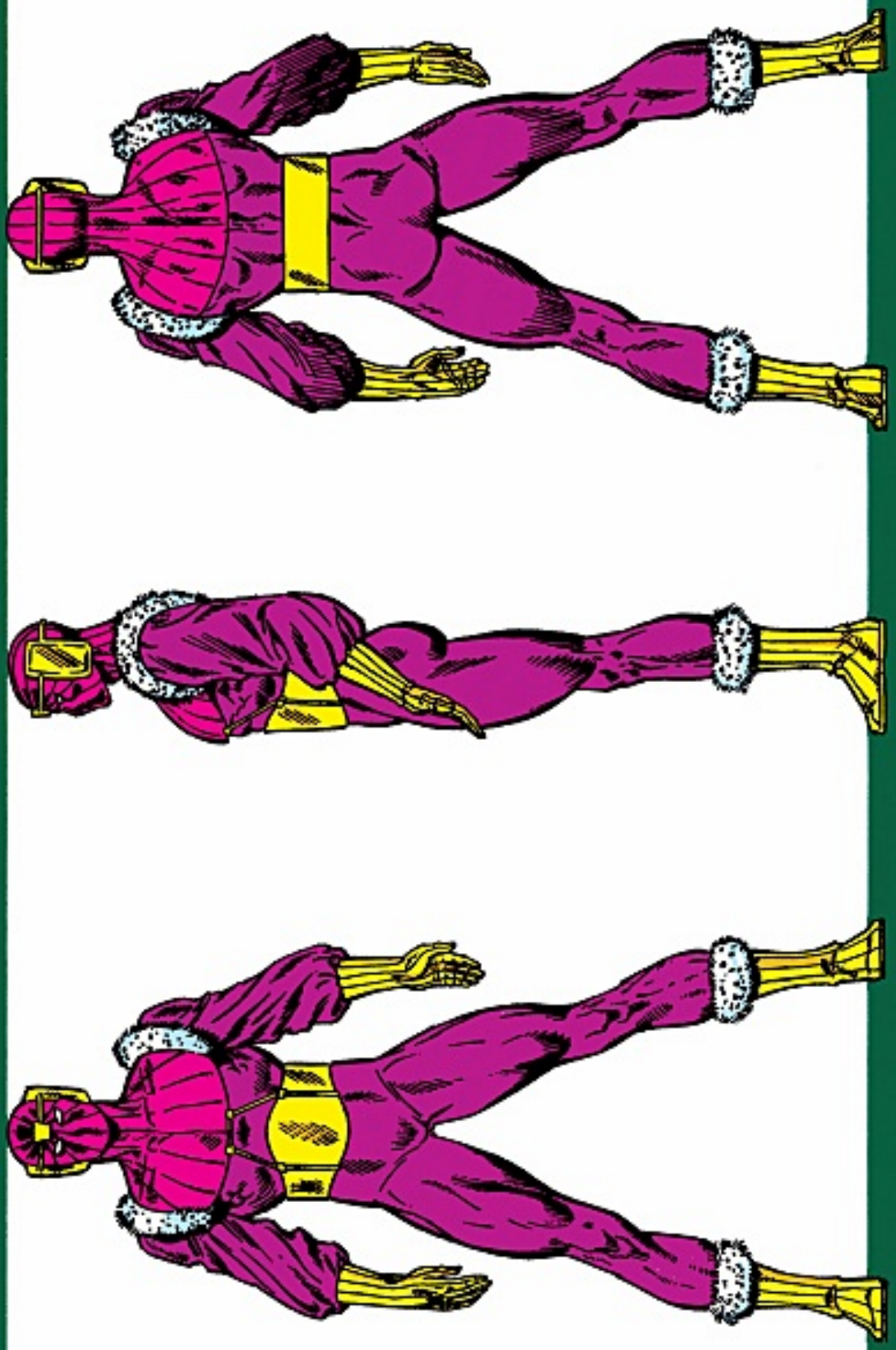
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: Sword, conventional firearms
Special weaponry: The Satan Claw, a metal gauntlet, worn on Strucker's right hand, which amplifies its strength and emits powerful electrical shocks; Strucker has access to HYDRA's full range of advanced technology
Other accessories: Serums developed by HYDRA enabling him to maintain his physical vigor at its height and retard his aging process, so that physically he remains at his prime, despite his advanced chronological age.
Transportation: HYDRA land, air, and sea vehicles
Design and manufacture of paraphernalia: HYDRA, AIM

BIBLIOGRAPHY

First appearance: SGT. FURY AND HIS HOWLING COMMANDOS #5
Origin issue: SGT. FURY AND HIS HOWLING COMMANDOS #5
Significant issues: (in rough chrono-logical order) RAMPAGING HULK #23 (as German Intelligence agent, crossed paths with Dominic Fortune in U.S. in 1930's); UNCANNY X-MEN #268 (abduc-ted future Black Widow, then a child, and clashed with Captain America and Wolverine in 1941); SGT. FURY AND HIS HOWLING COMMANDOS #5 (ordered by Hitler to humble Sgt. Fury, defeated by Fury in single combat); SGT. FURY AND HIS HOWLING COMMANDOS #28 (ordered by Hitler to destroy resistance movement in Cherbourg, France; disobeyed orders in order to fight Fury, declared a traitor by Hitler); CAPTAIN SAVAGE AND HIS LEATHERNECK RAIDERS #2-4 (fled to Japan, took over HYDRA, plotted to conquer Earth, HYDRA Island base destroyed); STRANGE TALES Vol. 1 #156-158 (publicly blackmailed world with Death Spore, seemingly killed, Death Spore bomb exploded, sinking Island); NICK FURY, AGENT OF SHIELD Vol. 2 #21 (found and revived on sunken HYDRA Island by expedition sent by Red Skull)

BARON ZEMO



BARON ZEMO

BIOGRAPHICAL DATA

Real name: Helmut Zemo
Other current aliases: None
Former aliases: Phoenix I
Dual identity: Publicly known
Current occupation: Wealthy criminal entrepreneur
Former occupation: Scientist
Citizenship: Germany
Legal status: Criminal record in the U.S.
Place of birth: Leipzig, Germany
Marital status: Single
Known relatives: Heinrich Zemo (father, deceased), Hilda Zemo (mother, deceased)
Known confidants: None
Known allies: (former) Primus, Vermin, Mother Superior (now known as Sin), the Red Skull, the Masters of Evil IV (Moonstone II, Blackout I, Wrecker, Bulldozer, Thunderball, Piledriver, Mister Hyde, the Fixer, Titania, the Absorbing Man, Goliath II, Tiger Shark, Yellowjacket II), Batroc, Machete, Zaran, Tristram Micawber
Major enemies: Captain America, Sin, the Avengers
Usual base of operations: Castle Zemo, Sierra Madre Oriental Mountains, Mexico
Former bases of operations: Skull House, New York
Current group membership: None
Former group membership: Masters of Evil IV
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 183 lbs.
Eyes: Blue
Hair: (Originally) Blond
Other distinguishing features: Zemo's face is severely disfigured, having the appearance of melted wax

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Athlete
Agility: Normal
Reflexes: Athlete

Fighting skills: Extensive training in hand-to-hand combat, but minimal practical experience
Special skills and abilities: Certain Scientific expertise, excellent marksmanship, ability to pilot various small aircraft
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

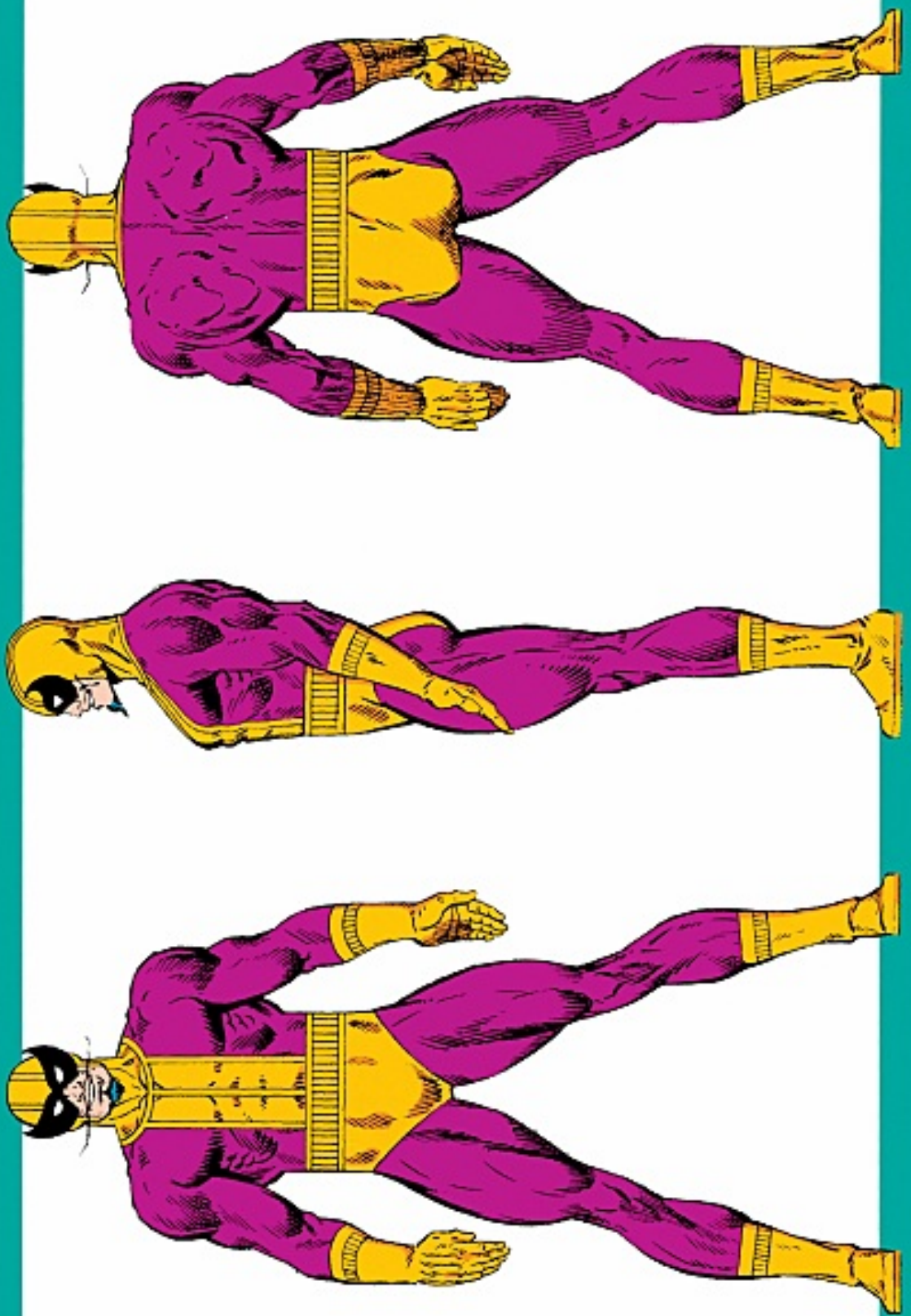
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Often carries a Luger handgun
Special weaponry: Various rifles; a handheld spray-gun for Adhesive X, the most powerful bonding agent ever invented
Other accessories: Circuitry in headband designed to disrupt psionic manipulation, wears a neck brace to compensate for injury incurred in a fall
Transportation: Jet hovercraft
Design and manufacture of paraphernalia: Unrevealed, possibly AIM

BIBLIOGRAPHY

First appearance: (as Phoenix I) CAPTAIN AMERICA #168, (as Zemo) CAPTAIN AMERICA #275
Origin issue: CAPTAIN AMERICA #168
Significant issues: CAPTAIN AMERICA #168 (as Phoenix I, captured Captain America to get revenge upon him for father's death, revealed origin, presumed to drown in vat of Adhesive X); CAPTAIN AMERICA #275-278 (allied with Primus, kidnaped Captain America's childhood friend Arnold Roth in order to lure Captain America into trap, forced the Captain to battle horde of mutates, revealed he knows the Captain's secret identity); CAPTAIN AMERICA #290 (encountered Mother Superior and her father the Red Skull); CAPTAIN AMERICA #293-294 (underwent tutelage by Mother Superior and the Red Skull, kidnaped Captain America's friend David Cox and brainwashed him to battle the Captain); CAPTAIN AMERICA #295-297 (kidnaped Arnold Roth, directed shared mental reenactment of father's last World War II encounter with Captain America); CAPTAIN AMERICA #299 (battled Mother Superior, psychically overpowered); AVENGERS #273-277 (organized the Masters of Evil IV in order to strike at Captain America through the Avengers, occupied Avengers Mansion, captured Captain America and the Black Knight, battled Captain America, fell off the Mansion roof); CAPTAIN AMERICA #357-362 (hired Batroc's Brigade to help him locate the five fragments of the Bloodstone in hopes of restoring his father to life, battled Captain America and Diamondback, fell down inactive volcano in Japan)

BATROC™



BATROC THE LEAPER

BIOGRAPHICAL DATA

Real name: Georges Batroc
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current Occupation: Mercenary
Former occupation: Soldier in the French Foreign Legion
Citizenship: France
Legal status: Criminal record in the U.S. and Europe
Place of birth: Marseilles, France
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Batroc's Brigade IV (Zaran, Machete), Snakebite; (former) Batroc's Brigade I (Swordsman [deceased], Living Laser), Batroc's Brigade II (Porcupine [deceased], Whirlwind), Batroc's Brigade III, HYDRA, the Hood (Machinesmith's Baron Strucker robot), Jakar, Ward Meachum (deceased), Mr. Hyde, Obadiah Stane (deceased), Trickshot, Baron Zemo II
Major enemies: Captain America, the Falcon. Iron Fist, Spider-Man, Hawkeye, Diamondback II, the Punisher
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: Leader of Batroc's Brigade IV
Former group membership: Leader of Batroc's Brigade I, II, and III
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6'
Weight: 225 lbs
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Peak human
Speed: Peak human
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Peak human
Fighting skills: Master of savate (French kick-boxing), proficient at virtually every form of unarmed combat, basic military training in French Foreign Legion
Special skills and abilities: Experienced thief and smuggler, fluent in French and English
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

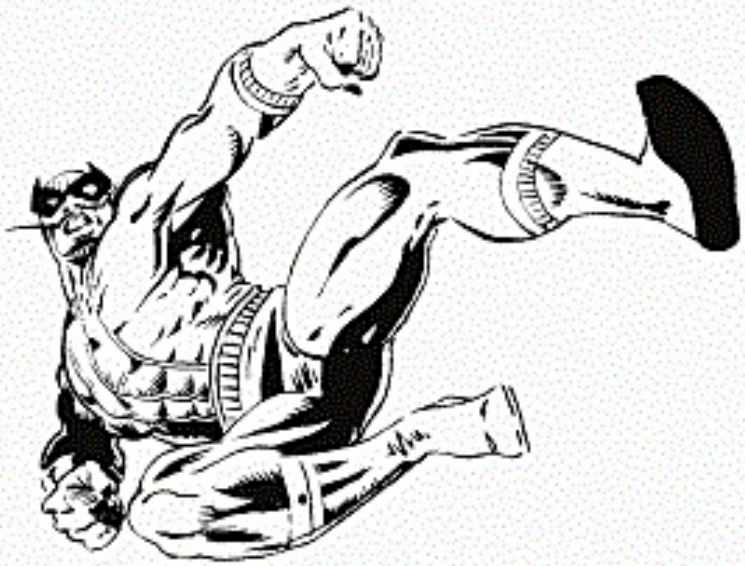
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

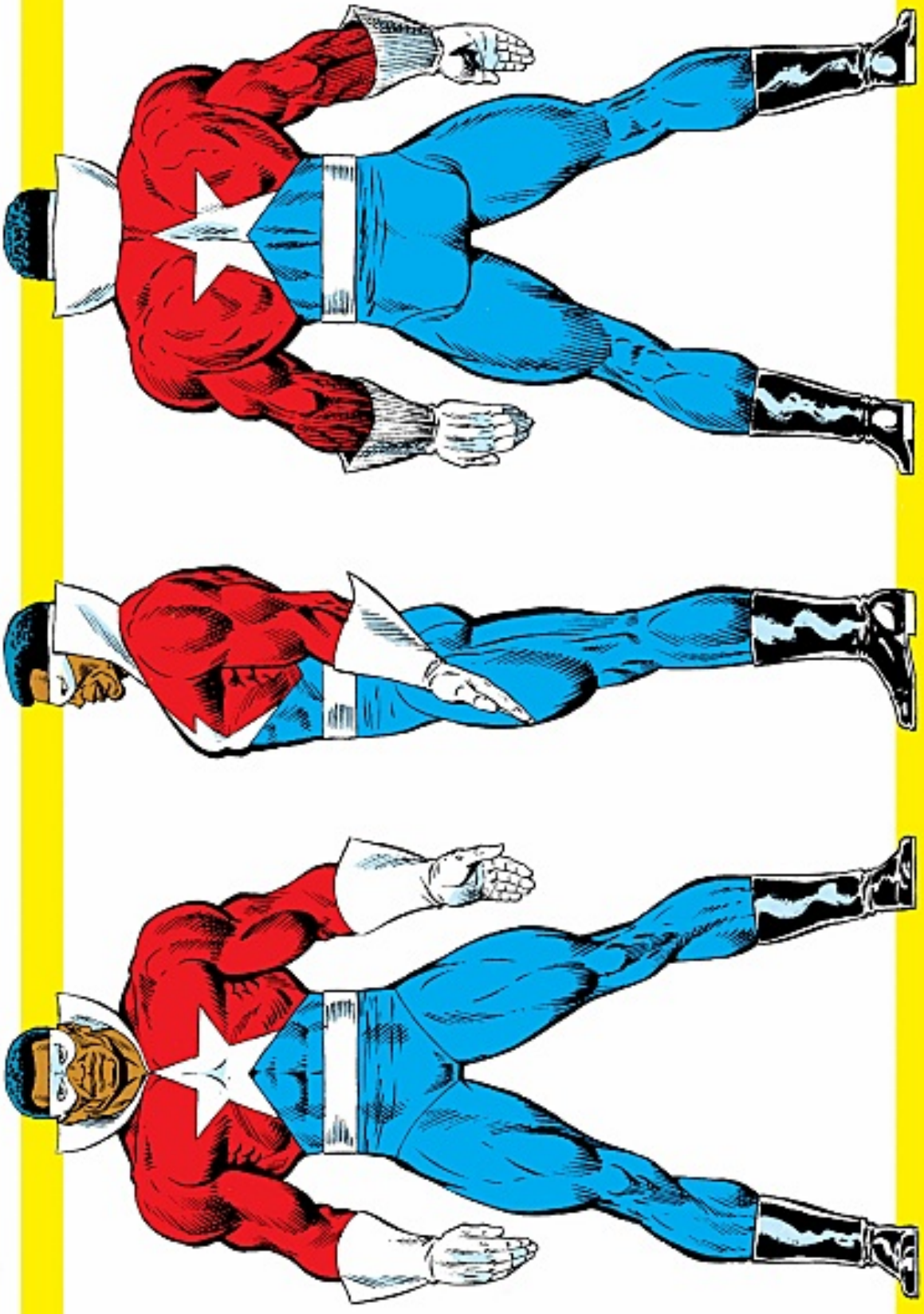
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: TALES OF SUSPENSE #75
Origin issue: Batroc's origin is as yet unrevealed.
Significant issues: TALES OF SUSPENSE #75-76 (hired by THEM [HYDRA] to steal Inferno 42 cylinder, first battled Captain America); TALES OF SUSPENSE #85 (hired by HYDRA, abducted Sharon Carter, lured Captain America into rematch); CAPTAIN AMERICA #105 (hired by foreign power to locate seismo-bomb; alongside Batroc's Brigade I, battled Captain America); CAPTAIN AMERICA #130 (alongside Batroc's Brigade II, hired by the Hood to battle Captain America); CAPTAIN AMERICA #149-150 (hired by Jakar to abduct New York children; alongside Batroc's Brigade III, battled Captain America and Falcon; turned against Jakar, aided Captain America and Falcon against Jakar); MARVEL PREMIERE #20 (hired by Ward Meachum, alongside Batroc's Brigade III, battled Iron Fist and a ninja warrior); MARVEL TEAM-UP #52 (alongside extradimensional demon ally, attempted theft of transuranium, battled Captain America and Spider-Man); DEFENDERS #63-64 (alongside various costumed costumed criminals, committed robberies while posing as a member of the Defenders, battled Defenders contingent); CAPTAIN AMERICA #251-252 (alongside Mr. Hyde, attempted extortion scheme, battled Captain America; turned against Mr. Hyde, aided Captain America against him); CAPTAIN AMERICA #302-303 (hired by Obadiah Stane to steal Captain America's shield; alongside Batroc's Brigade IV, battled Captain America); SOLO AVENGERS #3 (hired by Trickshot; alongside Batroc's Brigade IV, battled Hawkeye); CAPTAIN AMERICA #357-362 (alongside Batroc's Brigade IV, hired by Baron Zemo II to acquire Bloodstone fragments; battled Captain America and Diamondback II); PUNISHER #67 (alongside Snakebite, battled the Punisher)



BATTLE STAR™



BATTLE STAR

BIOGRAPHICAL DATA

Real name: Lemar Hoskins
Other current aliases: None
Former aliases: Bucky V, one of the "Buckies" (Bold Urban Commandoes)
Dual identity: Secret, known to the Commission on Superhuman Activities
Current occupation: Adventurer
Former occupation: Soldier, employee of the Super-Patriot, operative for the federal Commission on Superhuman Activities
Citizenship: United States of America
Legal status: No known criminal record
Place of birth: Chicago, Illinois
Marital status: Single
Known relatives: Leon Hoskins (brother)
Known confidants: USAgent (John Walker), (formerly) Jerome Johnson, Hector Lennox
Known allies: USAgent, Captain America, Falcon, Silver Sable
Major enemies: Power Broker, Dr. Karl Malus, Power Tools, Watchdogs, Flag-Smasher, ULTIMATUM, Puff Adder, Rock Python
Usual base of operations: Chicago, Illinois
Former bases of operations: Commission on Superhuman Activities headquarters, Washington D.C.; Special Powers Compound, Fort Meade, Maryland
Current group membership: None
Former group membership: Buckies (Bold Urban Commandos), partner of Captain America VI; Commission on Superhuman Activities
Extent of education: High school level-graduate

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 285 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, received rigorous training in unarmed combat and the use of his shield in a style similar to Captain America I from Taskmaster
Special skills and abilities: Highly trained in gymnastics and acrobatics
Superhuman physical powers: Aside from the above listed, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Augmentation of his physical attributes by Dr. Karl Malus on behalf of the Power Broker

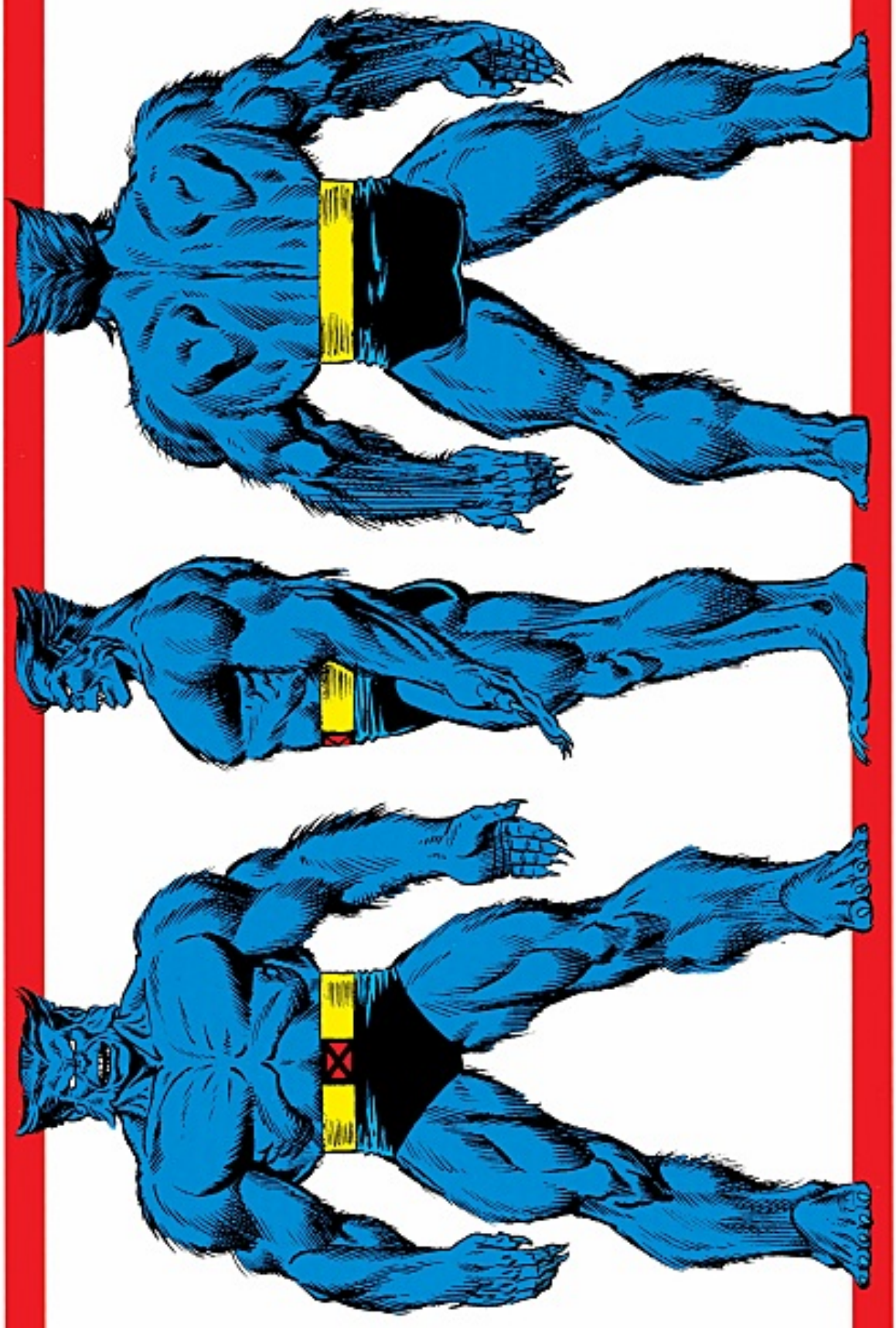
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Carries a blunt-end triangular nearly indestructible adamantium shield
Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: U.S. government

BIBLIOGRAPHY

First appearance: (as one of the "Buckies") CAPTAIN AMERICA #323, (as Bucky IV) CAPTAIN AMERICA #334, (as Battle Star) CAPTAIN AMERICA #341
Origin issue: CAPTAIN AMERICA #334
Significant issues: CAPTAIN AMERICA #323, (as a member of the Buckies staged fake attack on Super-Patriot II for publicity); CAPTAIN AMERICA #327 (as a Bucky, attacked foreign students); CAPTAIN AMERICA #334-335 (became Bucky IV, partner of Captain America VI; went on first mission, fought Watchdogs); CAPTAIN AMERICA #338 (battled Professor Power's troops and Gargantua); CAPTAIN AMERICA #343-344 (together with Captain America VI, captured Quill, defeated in combat with Resistants; fought and defeated Demolition-Man); CAPTAIN AMERICA #348-349 (witnessed Flag-Smasher's capture of Captain America VI; persuaded original Captain America to help him rescue Walker from Flag-Smasher, battled ULTIMATUM); CAPTAIN AMERICA #351-352, 355 (witnessed faked assassination of Captain America VI; left Commission's employ; confronted Dr. Valerie Cooper, learned that John Walker was still alive, first met Falcon, aided him in battling Coachwhip, Puff Adder, and Rock Python); CAPTAIN AMERICA #372-378 (confronted and fought USAgent; captured by Power Tools; subjected to de-augmentation process by Dr. Karl Malus; fought Power Broker; superhuman strength restored by Malus, reconciled with USAgent); CAPTAIN AMERICA #380-381 (flashbacks to first meeting with John Walker, original strength enhancement)

BEAST™



BEAST

BIOGRAPHICAL DATA

Real name: Henry "Hank" P. McCoy
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Adventurer
Former occupation: Biochemist, college lecturer, member of X-Factor I
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Dunfee, Illinois
Marital status: Single
Known relatives: Norton McCoy (father), Edna McCoy (mother), Robert McCoy (uncle)
Known confidants: Professor Charles Xavier, Iceman, Cyclops, Marvel Girl, Angel, Vera Cantor, Trish Tilby, Wonder Man, Patsy Walker
Known allies: X-Men, Avengers, Defenders, X-Factor II
Major enemies: Magneto, Apocalypse, Juggernaut, Sentinels, Infectia, Mister Sinister, Alliance of Evil, Conquistador, Secret Empire II and III
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: Brand corporation genetics research facilities, Long Island; Avengers Mansion, New York City; Defenders Mansion, Colorado Rockies; X-Factor headquarters, New York City, X-Factor "Ship", New York City
Current group membership: X-Men
Former group membership: Avengers, Defenders, X-Factor I
Extent of education: Ph. D. biochemistry

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 355 lbs
Eyes: Blue
Hair: (originally) Brown, (currently) Bluish-black
Other distinguishing features: Covered with fur, unusually large hands and feet, pointed ears, fang-like teeth

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 10
Speed: Superhuman
Stamina: Superhuman
Durability: Enhanced human
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, employing a unique style of acrobatic combat; received combat training at Professor Xavier's and coaching from Captain America
Special skills and abilities: High expertise in genetics and biochemistry, extensive knowledge in a variety of other fields, accomplished player of keyboard instruments
Superhuman physical powers: None

aside from the above listed attributes
Superhuman mental powers: None
Special limitations: Nearsighted, requires reading glasses
Source of superhuman powers: Genetic mutation and further mutation of those traits by his own mutagenic serum and later by the mutagenic power of Infectia

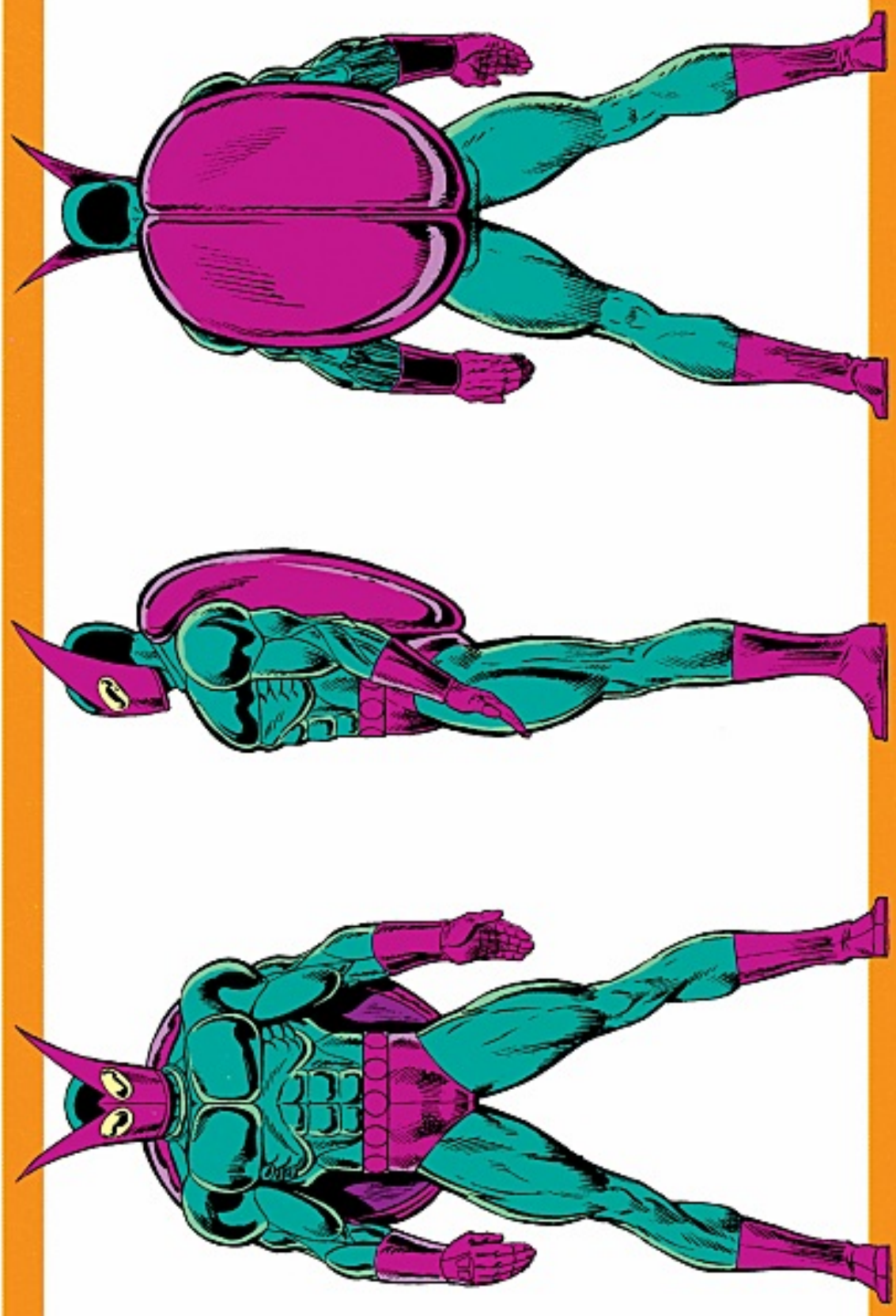
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric trunks
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: X-Men Blackbird jet
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #1, (in furry form) AMAZING ADVENTURES #11
Origin issue: X-MEN Vol. 1 #49-53
Significant issues: X-MEN Vol. 1 #1 (first battled Magneto); X-MEN Vol. 1 #4 (first clashed with Brotherhood of Evil Mutants I); X-MEN Vol. 1 #10 (visited Savage Land, first met Ka-Zar); X-MEN Vol. 1 #13 (first battled Juggernaut); X-MEN Vol. 1 #14-16 (first battled Sentinels); X-MEN Vol. 1 #47 (with Iceman, battled Maha Yogi); X-MEN Vol. 1 #50-53 (recounted his clash with Conquistador and joining the X-Men); AMAZING ADVENTURES #11 (left Xavier's school, went to work for Brand Corporation, took mutagenic serum causing him to take on furry form); AMAZING ADVENTURES #15 (wounded, aided by Patsy Walker, reunited with Vera Cantor); AVENGERS #137 (became provisional Avenger); AVENGERS #151 (granted full Avengers membership); UNCANNY X-MEN #134-137 (aided X-Men in battling Dark Phoenix and in trial by combat to save Phoenix I's life); AVENGERS #211 (left full-time active service as an Avenger); DEFENDERS #104 (joined Defenders); DEFENDERS #125 (organized "new" Defenders); DEFENDERS #152 (ended Defenders, as result of battle with Moondragon and the Dragon of the Moon); X-FACTOR #1-3 (rejoined with original members of the X-Men to found X-Factor I; reunited with Vera Cantor, captured by Tower, subjected to chemotherapy and radiation by Carl Maddicks, suffered cardiac arrest; rescued by X-Factor I, recovered and returned to human form); X-FACTOR #6 (first encountered Apocalypse); X-FACTOR #24 (captured by Apocalypse, learned that his strength was increasing whenever it was employed at superhuman levels, but at the cost of the loss of his intellect); X-FACTOR #31 (rescued Iceman from Infectia, mutated by Infectia's power); X-FACTOR #33 (returned to furry form and full intelligence); UNCANNY X-MEN #281/ X-MEN Vol. 2 #1 (rejoined the X-Men)

BEETLE™



BEETLE

BIOGRAPHICAL DATA

Real name: Abner Jenkins
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Mechanic
Citizenship: United States of America
Legal status: Criminal record in the United States
Place of birth: Baltimore, Maryland
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Gladiator I, Masters of Evil III, Sinister Syndicate (Boomerang, Rhino, Hydro-Man, Speed Demon)
Major enemies: Spider-Man, Iron Man, Human Torch II
Usual base of operations: Mobile
Former bases of operations: New York City
Current group membership: None
Former group membership: Employee of the Collector, employee of Justin Hammer, the Sinister Syndicate
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal, (with battlesuit) Enhanced human
Speed: Normal
Flight speed (with battlesuit) Artificial winged flight
Stamina: Normal
Durability: Normal, (with battlesuit) Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Basic hand-to-hand combatant
Special skills and abilities: Extensive knowledge of mechanics and engineering
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

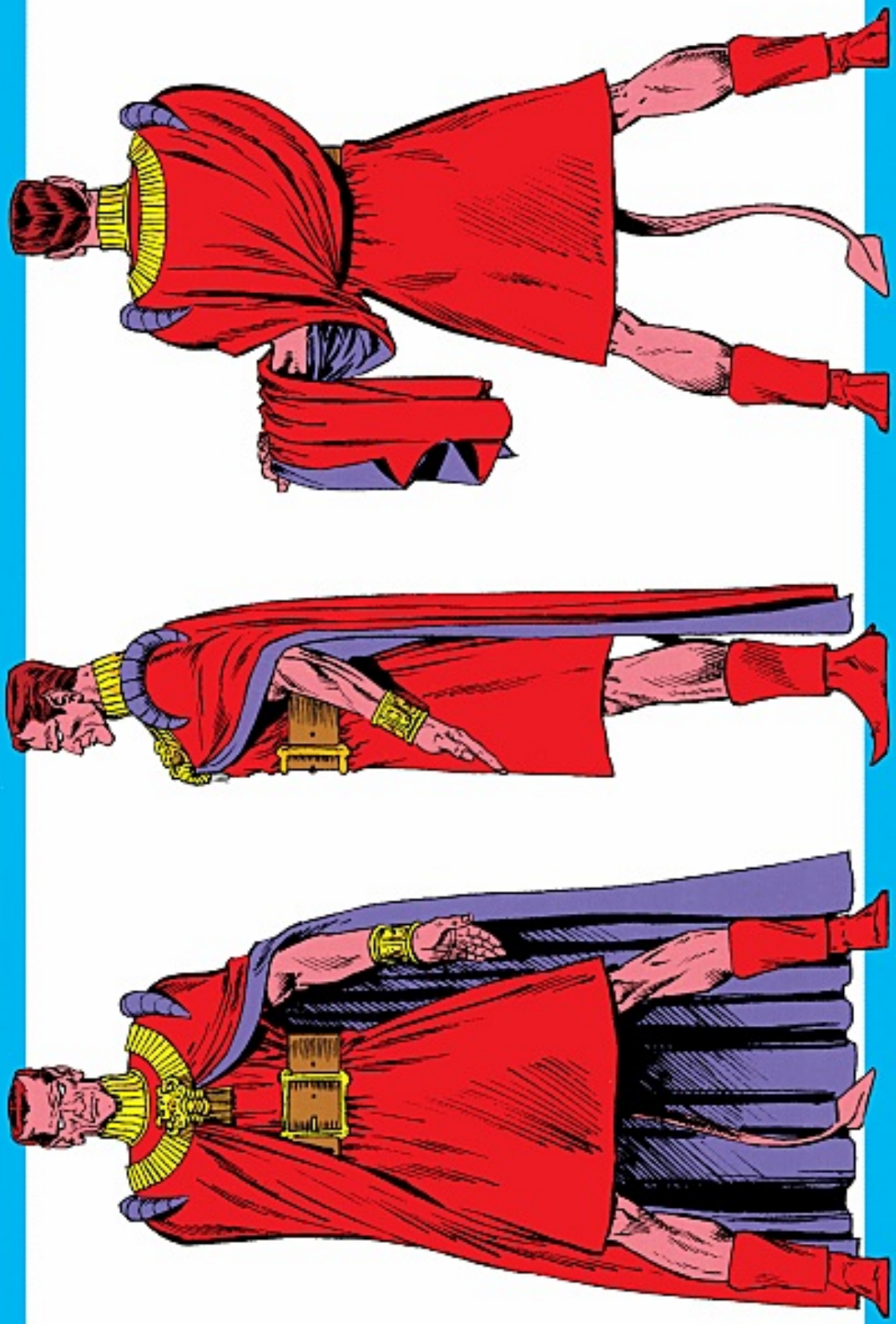
Costume specifications: Full body-armor, composite material. This armor contains strength-enhancement circuitry which increases the the wearer's strength to superhuman levels. The suit's gloves contain pneumatic suction-grippers, enabling the wearer to cling to walls or lift things with his fingertips as well as circuit-

ry that creates an electrostatic energy discharge referred to as the "electro-bite." The electro-bite is discharged by the second and third fingers of each glove together and pointing with the first and fourth fingers. Stored beneath the dome-like sheaths on the back of the suit are a set of ultra-tough mylar wings powered by super efficient micro-motors which enable the wearer to fly by mimicking the complex motion of an actual beetle's wings; the wings can be unsheathed for use by cybernetic command.
Personal weaponry: None
Special weaponry: None
Other accessories: Antenna built into the suit's helmet allow reception and ultra-efficient conversion of microwaves at many prevalent frequencies, providing the suit with a constantly-replenishing power supply. A mini-computer built into the chestplate feeds data to heads-up displays (HUD) in the helmet, providing the wearer with constantly-updated tactical analysis of his opponent's movements, enabling the wearer to anticipate their strategy provided that the computer has sufficient background on the opponent.
Transportation: Flight via armor's wings
Design and manufacture of paraphernalia: Abner Jenkins

BIBLIOGRAPHY

First appearance: STRANGE TALES #123, (in current armor) SPECTACULAR SPIDER-MAN #58
Origin issue: STRANGE TALES #123
Significant issues: STRANGE TALES #123 (constructed battlesuit as part of plan to acquire wealth and fame, decided to battle Thing and Human Torch, defeated and sent to prison); AMAZING SPIDER-MAN #21 (sought revenge on Thing and Human Torch, battled Spider-Man and Human Torch); AVENGERS #27-28 (mentally dominated by the Collector, forced to battle Avengers); DAREDEVIL #33-34 (battled Daredevil); DAREDEVIL #140 (allied with Gladiator I against Daredevil); SPECTACULAR SPIDER-MAN #16 (again battled Spider-Man); IRON MAN #127 (joined large band of superhuman criminals assembled by Justin Hammer to battle Iron Man); SPECTACULAR SPIDER-MAN #58-60 (redesigned battle armor; hired the Ringer to battle Spider-Man in order to study Spider-Man's fighting style); AVENGERS #228-229 (joined Masters of Evil III, battled the Avengers); IRON MAN #223-224 (with Blizzard and Blacklash, attempted to kill Clayton Wilson, at the command of Justin Hammer, battled Iron Man); IRON MAN #227 (battled Iron Man; all portions of battle armor using technology designed by Tony Stark fused); AMAZING SPIDER-MAN #280-281 (joined Sinister Syndicate; battled Spider-Man); DEADLY FOES OF SPIDER-MAN #1 (with Sinister Syndicate, battled Spider-Man)

BELASCO™



BELASCO

BIOGRAPHICAL DATA

Real name: (allegedly) Belasco (rest of name unrevealed)
Other current aliases: "Lucifer"
Former aliases: None known
Dual identity: None ; the general populace of Earth is unaware of Belasco's existence.
Current occupation: Sorcerer serving the Elder Gods, master of the Cat People
Former occupation: Ruler of Otherplace (Belasco's Limbo)
Citizenship: Italy
Legal status: Legally dead
Place of birth: Florence, Italy
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: (former) S'ym, Illyana Rasputin, Rev. Sammy Smith (deceased)
Major enemies: Ka-Zar, Shanna the She-Devil, Magik, X-Men, Punisher
Usual base of operations: Realm of the Cat-People (in Subterranea)
Former bases of operations: Pangea, Otherplace (Belasco's Limbo)
Current group membership: None
Former group membership: None known
Extent of education: Extensive self-education in alchemy and black magic

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 250 lbs.
Eyes: Black
Hair: Red-brown
Other distinguishing features: Belasco has various demonic features including red horns upon his forehead, reddish skin, fangs, claws, and pointed ears. Belasco lost his right arm when it was severed, under circumstances yet to be revealed, by his own sword.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Unrevealed, presumably normal
Speed: Unrevealed, presumably normal
Stamina: Unrevealed, presumably normal
Durability: Unrevealed, presumably totally indestructible
Agility: Unrevealed, presumably normal
Reflexes: Unrevealed, presumably normal
Fighting skills: Poor hand-to-hand combatant, relies on strategy
Special skills and abilities: Extensive knowledge of the mystical black arts; considerable knowledge of the technology of the pre-cataclysmic Atlanteans that he found in Pangea
Superhuman physical powers: Aside from the above listed attributes, Belasco is one of the most powerful Earth-born sorcerers. He possesses the ability to manipulate the forces of magic for a variety of effects including concussive bolts of mystical energy, protective shields of mystical energy, the transformation and transmutation of matter both living and inanimate, interdimensional travel, and the ability to

raise the dead under certain circumstances. He has an encyclopedic knowledge of spells that he can use. The Elder Gods granted Belasco apparent immortality and invulnerability except to his own sword.

Superhuman mental powers: Ability to mesmerize other persons

Special limitations: Belasco is vulnerable to his own sword, which was forged by the Elder Gods. His powers are somehow linked to those of Magik: when they fought a battle in Otherplace and Magik took on her "Darkchilde" form, Belasco simultaneously reverted to human form, losing most of his power and his invulnerability in the process.

Source of superhuman powers: The Elder Gods

PARAPHERNALIA

Costume specifications: Presumably conventional fabrics

Personal weaponry: A sword forged by the Elder Gods

Special weaponry: None known

Other accessories: Books of occult spells

Transportation: Interdimensional teleportation through magic

Design and manufacture of paraphernalia: Various

BIBLIOGRAPHY

First appearance: KA-ZAR THE SAVAGE #11

Origin issue: KA-ZAR THE SAVAGE #11-13 (much of Belasco's account of his origin may be untrue.)

Significant issues: KA-ZAR THE SAVAGE #11-13 (sought to make Shanna the She-Devil the mother of a demonic race he would father, was thwarted by Ka-Zar); UNCANNY X-MEN #160 (battled X-Men in Otherplace, captured Illyana Rasputin); MAGIK#1-4 (trained Illyana Rasputin as his apprentice, transforming her into a "demon sorceress," was defeated in combat by her and driven from Otherplace); KA-ZAR THE SAVAGE #29 (attempted to transform Ka-Zar and Shanna into demons to be parents to a new demonic race, was impaled with his own sword by Ka-Zar); FANTASTIC FOUR #314 (revealed to be the new master of the Cat People); PUNISHER #40 (served by Rev. Smith, sought to wipe out humanity, was thwarted by the Punisher)

BENGAL™

BENGAL

BIOGRAPHICAL DATA

Real name: Unrevealed
Other Current aliases: None
Former aliases : None known
Dual identity: Secret
Current occupation: Seeker of vengeance for the deaths of his parents and fellow villagers during the Vietnam War
Former occupation: None known
Citizenship: Vietnam
Legal status: Wanted for murder in the U.S.
Place of birth: Unidentified village in South Vietnam
Marital status: Single
Known relatives: Unnamed parents (deceased)
Known confidants: None
Known allies: None
Major enemies: Gai No Don, (former) Daredevil, Night Thrasher
Usual base of operations: New York City
Former base of operations: Vietnam
Current group membership: None
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 175 lbs.
Eyes: Brown
Hair: Black, head now shaven
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, trained in various martial arts
Special skills and abilities: Excellent acrobat, skilled archer and tracker
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Inapplicable

PARAPHERNALIA

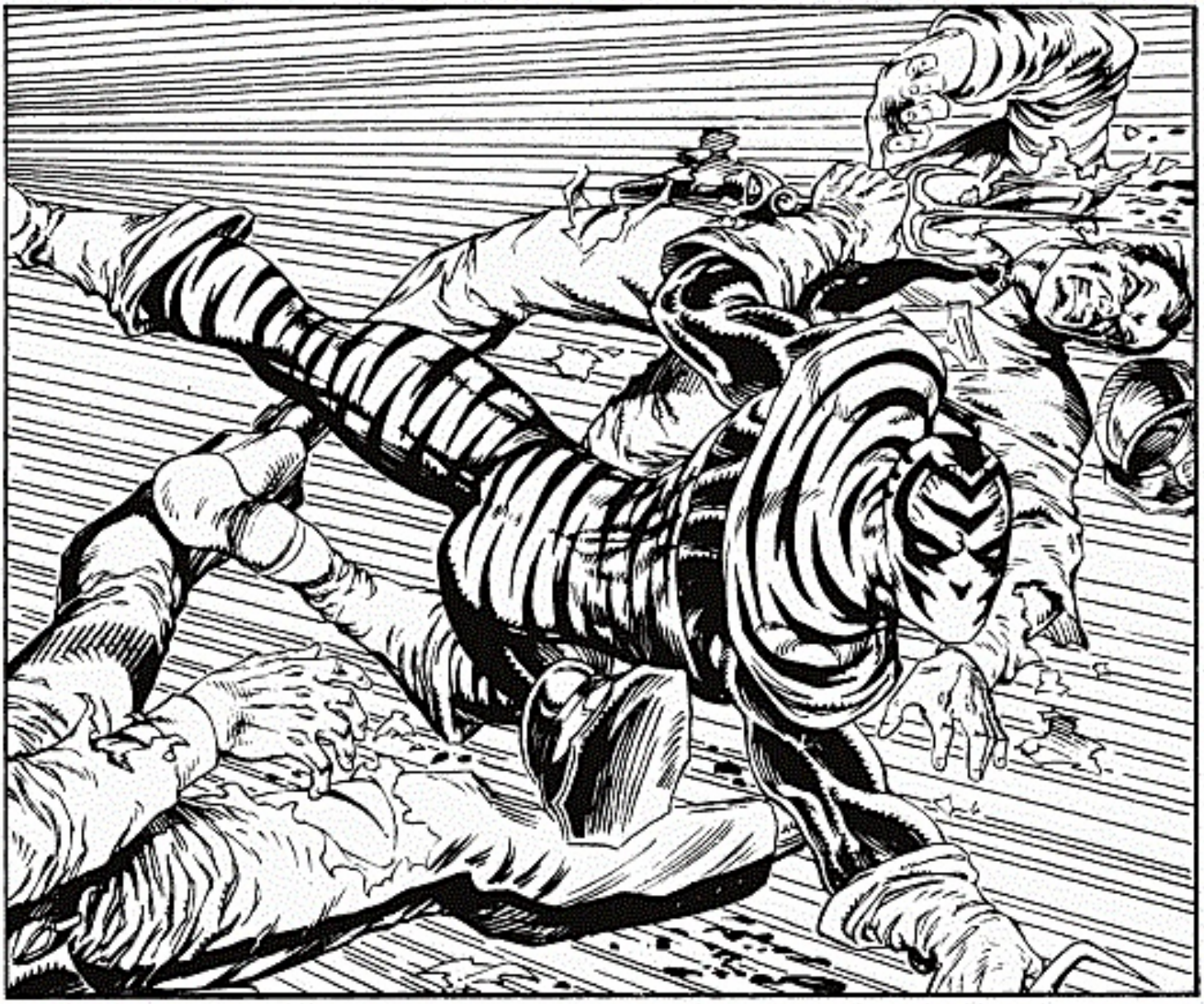
Costume specifications: Tiger hide and conventional fabrics
Personal weaponry: Sais, bow and arrows
Special weaponry: Shuriken (throwing stars)
Other accessories: None known
Transportation: Conventional means
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: DAREDEVIL #258
Origin issue: DAREDEVIL #258, NEW

WARRIORS #8

Significant issues: DAREDEVIL #258 (sought vengeance on American soldiers he held responsible for destruction of his village, battled Daredevil); NEW WARRIORS #7 (attacked Father Michael Janes, clashed with Silhouette, first fought Night Thrasher); NEW WARRIORS #8 (origin recounted); NEW WARRIORS #9 (battle with Night Thrasher ended by Punisher, made peace with Father Janes); NIGHT THRASHER: FOUR CONTROL #1 (sought to kill Gai No Don for war crimes, was thwarted by Night Thrasher)



BETA RAY BILL™

BETA RAY BILL

BIOGRAPHICAL DATA

Real name: Beta Ray Bill (English equivalent of his name in his own language)
Other current aliases: Beta Ray Thor
Former aliases : None
Dual identity: None; the general populace of Earth is unaware that Beta Ray Bill is an extraterrestrial.
Current occupation: Warrior
Former occupation: Former guardian of the space fleet of his alien race
Citizenship: An unnamed new home world, honorary citizen of Asgard
Legal status: No criminal record
Place of birth: An unidentified planet in the "Burning Galaxy"
Marital status: Single
Known relatives: None
Known confidants: Sif, Thor I, Skuttlebutt
Known allies: Thor I, Skuttlebutt, Thunderstrike (Thor II, Eric Masterson); Thor III (Dargo Ktor), Sif, Odin, Warriors Three (Fandral, Volstagg, Hogun), Mister Fantastic, Hercules, Avengers, Power Pack, (former) Enchantress
Major enemies: Loki, Surtur and the fire demons of Muspelheim, Dar Mal Goth, Titanium Man I, Ego the Living Planet, Zarrko the Tomorrow Man, Captain Orack, Uroc the Uru warrior, Grey Gargoyle, Dire Wraiths, (former) Credit Card Warriors, Kurse, Skurge the Executioner
Usual base of operations: Skuttlebutt, unnamed new home world
Former bases of operations: New York City, an unidentified planet in the "Burning Galaxy"
Current group membership: The "Thor Corps" (Thor II, Thor III)
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 6", ("Thor" form) 6' 7"
Weight: 230 lbs., ("Thor" form) 480 lbs.
Eyes: No visible pupils or irises
Hair: None
Other distinguishing features: Beta Ray Bill's life force and consciousness was transferred by scientists of his race into the body of an alien carnivorous equine-like beast that had been bionically restructured into a cyborg. In this cyborg form Beta Ray Bill possessed superhuman strength, speed, and durability that were less than those of Thor I. As Beta Ray Thor, Bill retains his cyborg body but gains superhuman powers equal to Thor's. His magic hammer, Storm Breaker, enables him to transform back into his original (non-cyborg) body.

POWERS AND ABILITIES

Intelligence: Normal
Strength: ("Thor" form) Incalculable
Speed: ("Thor" form) Superhuman
Flight speed: ("Thor" form) Unrevealed, possibly escape velocity
Stamina: ("Thor" form) Godlike

Durability: ("Thor" form) Metahuman
Agility: ("Thor" form) Superhuman
Reflexes: ("Thor" form) Superhuman
Fighting skills: Formidable hand-to-hand combatant, superbly skilled warrior, highly proficient swordsman and in the use of his hammer
Special skills and abilities: Accomplished starship pilot
Superhuman physical powers: Aside from the above listed attributes, an extremely long life span and immunity to all Earthly diseases. Sensors implanted by alien scientists within Bill's cyborg form enabled him to detect the location of his space fleet even across interstellar distances.
Superhuman mental powers: None
Special limitations: Due to Odin's enchantment, while in Earth's dimension Beta Ray Bill would revert to his mortal (non-cyborg) form if separated from his hammer for over sixty seconds
Source of superhuman powers: Cyborg body created through alien technology, enhanced by enchantment of Odin

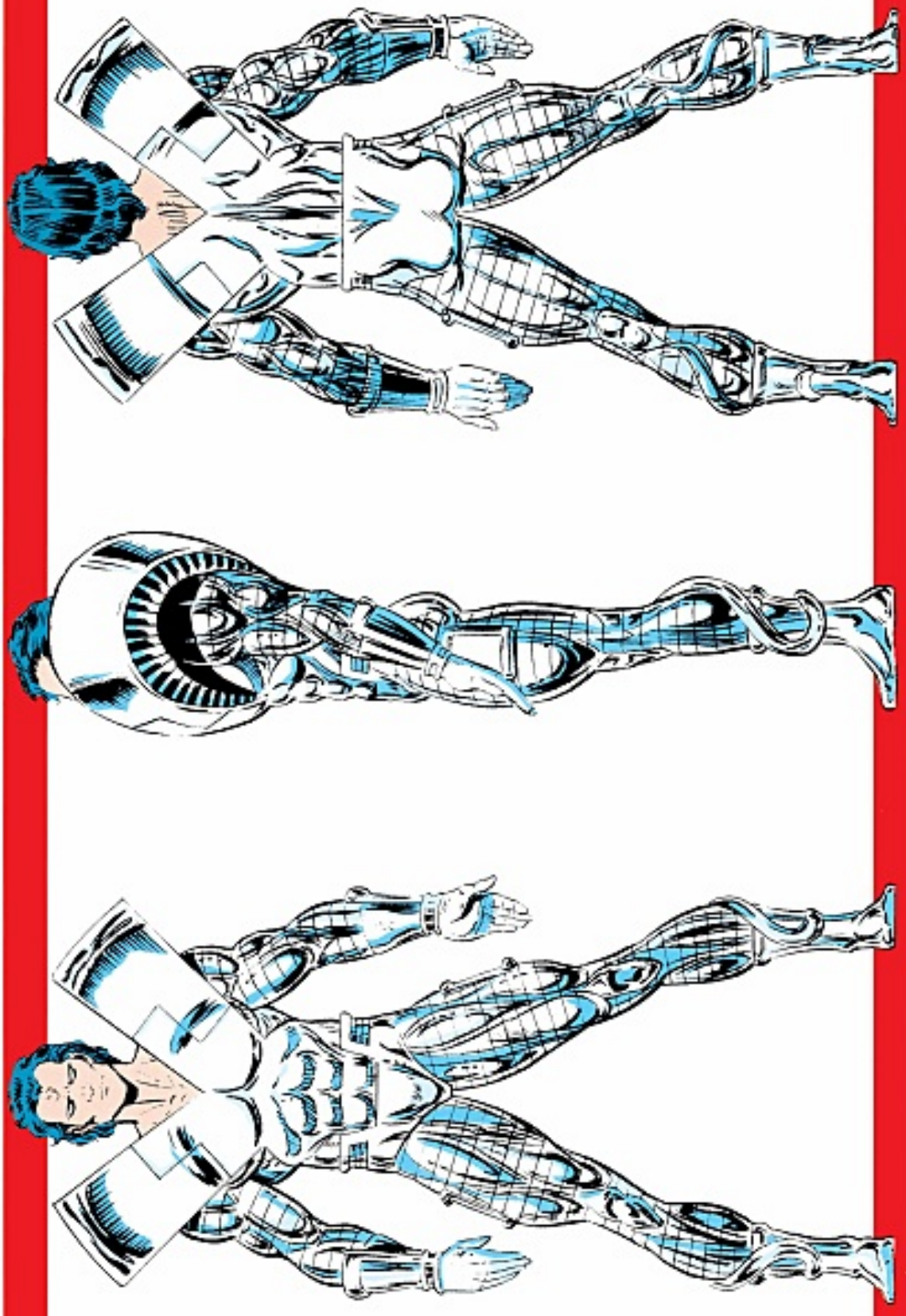
PARAPHERNALIA

Costume specifications: Asgardian materials
Personal weaponry: The enchanted hammer Storm Breaker, made of mystic uru metal, which is nearly indestructible, and given the following enchantments by Odin. First, no living being, unless he/she be worthy, can lift the hammer. Second, it will return to the exact spot from which it was thrown. Third, it enables the wielder to control the elements of storm and to project forms of mystical energy. Fourth, it enables the wielder to open trans-dimensional portals. Fifth, it enables Beta Ray Bill to transform himself into his mortal (non-cyborg) form. Sixth, it enables the wielder to fly.
Special weaponry: None
Other accessories: None
Transportation: Interdimensional telepotation or flight using Storm Breaker; *Skuttlebutt,* a sentient starship, its computers give *Skuttlebutt* high intelligence and a humanoid-like, apparently female personality. *Skuttlebutt* is heavily armored, armed with highly destructive weaponry, can achieve faster-than-light speeds after shifting into hyperspace, and can repair itself after being damaged. *Skuttlebutt's* computers enables it to act independently when Beta Ray Bill is absent or otherwise engaged.
Design and manufacture of paraphernalia: (*Skuttlebutt*) Unrevealed scientists and engineers of Beta Ray Bill's alien race, (Storm Breaker) Eitri

BIBLIOGRAPHY

First appearance: THOR #337
Origin issue: THOR #337

BEYONDER™



BEYONDER

BIOGRAPHICAL DATA

Real name: Inapplicable
Other current aliases: Kosmos
Former aliases: Frank
Dual identity: Inapplicable; the general populace of Earth is unaware of the Kosmos's existence
Current occupation: Explorer, philosopher, student
Former occupation: Ruler of Earth, super hero, god of the universe he created
Citizenship: Inapplicable
Legal status: None
Place of birth: The dimension of the Beyonders
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Kubik, (former), Vinnie, Molecule Man, Boom Boom
Known allies: Kubik, Shaper of Worlds
Major enemies: (former) Fantastic Four, Avengers, X-Men, X-Factor I, New Mutants, Spider-Man, Daredevil, Silver Surfer, Molecule Man, Doctor Doom, Mephisto, Puma
Usual base of operations: The universe
Former bases of operations: Battleworld, Earth
Current group membership: None
Former group membership: None
Extent of education: Currently studying the universe and the nature of existence under the tutelage of Kubik

PHYSICAL DESCRIPTION

Height: (in primary human form) 6' 2", (as Kosmos) Variable (Kosmos has manifested herself as a being many times larger than the Earth)
Weight: (in primary human form) 240 lbs., (as Kosmos) Variable
Eyes: (in primary human form) Blue, (as Kosmos) Red
Hair: (in primary human form) Black, (as Kosmos) None
Other distinguishing features: Kosmos manifests herself as a glowing female humanoid with an aura of cosmic flame about her head.

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Speed: Unlimited
Stamina: Immeasurable
Durability: Totally indestructible
Agility: Unrevealed
Reflexes: Unrevealed
Fighting skills: Relies on superhuman powers in combat
Special skills and abilities: None known
Superhuman physical powers: The power to manipulate reality without apparent limit
Superhuman mental powers: Virtually unlimited psionic power
Special limitations: None known
Source of superhuman powers: Extradi-

mensional energy from the realm of the Beyonders

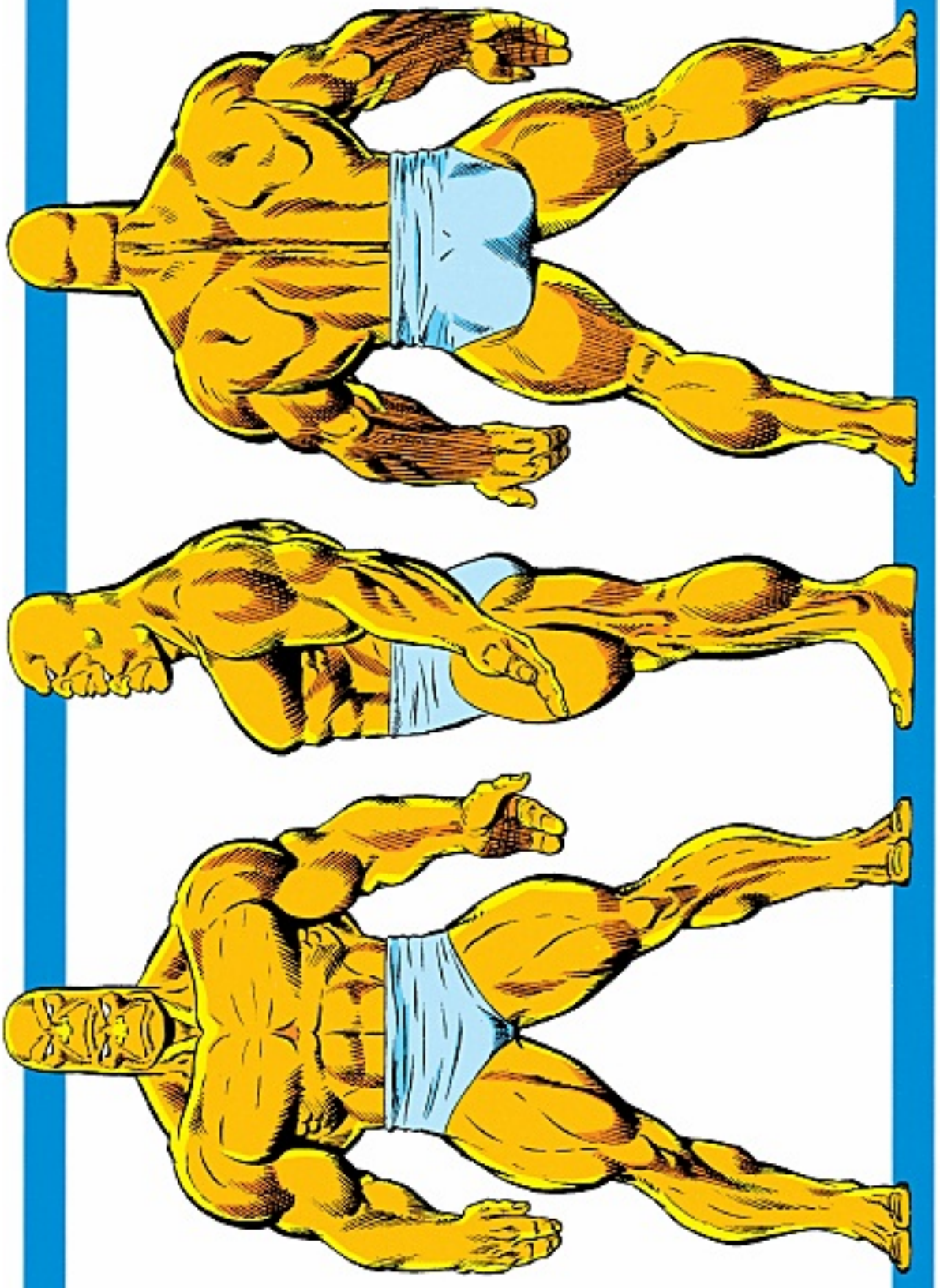
PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Interdimensional teleportation, ability to traverse warp-space for faster-than-light travel, and flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (voice only) MARVEL SUPER-HEROES SECRET WARS #1, (in human form) SECRET WARS II #1, (in primary human form) SECRET WARS II #3, (as Kosmos) FANTASTIC FOUR ANNUAL #23
Origin issue: SECRET WARS II #8, FANTASTIC FOUR #319
Significant issues: MARVEL SUPER-HEROES SECRET WARS #1-12 (created Battleworld and transported various costumed heroes and costumed criminals there from Earth to study them in conflict with each other, was temporarily deprived of his powers by Doctor Doom, regained them); SECRET WARS II #1 (came to earth to continue studying the nature of human desire, took on body that was a duplicate of Captain America's transformed human into Thundersword); SECRET WARS II #2 (turned Heroes For Hire building into gold); SECRET WARS II #3 (came under influence of the criminal Vinnie, took control of Earth, gave it up); SECRET WARS II #4 (transformed the elf Algrim into Kurse, mentally compelled Dazzler to love him, then returned her free will); SECRET WARS II #5 (met Boom Boom, was allowed by Celestials to defeat them in combat, was attacked by Avengers and Fantastic Four); SECRET WARS II #6 (acted to "preserve life" throughout the universe, seemingly eliminated and then resurrected manifestation of Death); SECRET WARS II #7 (attacked by army of super-villains sent by Mephisto, was saved by Thing); AMAZING SPIDER-MAN #273/ SPECTACULAR SPIDER-MAN #111 (fought the Puma); SECRET WARS II #8 (decided to destroy the multiverse); NEW MUTANTS #37 (killed the New Mutants); UNCANNY X-MEN #203 (battled Phoenix II); SECRET WARS II #9 (resurrected the New Mutants, transformed himself into a mortal infant; was killed by Molecule Man; Beyonder's superhuman energy and essence entered another dimension, where he transformed himself into a pocket universe): FANTASTIC FOUR #319 (merged with Molecule Man); FANTASTIC FOUR ANNUAL #23 (first appeared as Kosmos, went to explore the universe with Kubik)

BI-BEAST™



BI-BEAST

BIOGRAPHICAL DATA

Real names: Inapplicable
Other current aliases: None
Former aliases : None
Dual identity: None; the general populace of Earth is unaware of the Bi-Beasts' existence.
Note: Since Bi-Beast II is merely a second back-up android body (albeit with more extensive programming) which was activated only when the original Bi-Beast was destroyed, the two are are treated here for the most part as a single entity with a single continuous existence.
Current occupation: Captive, laboratory specimen
Former occupations: Caretaker, would-be destroyer
Citizenship: City of the Bird-People
Legal status: Inapplicable
Place of creation: City of the Bird-People
Marital status: Inapplicable
Known relatives: Inapplicable; however, the Bi-Beast's two heads, each possessing a separate intellect, address each other as "skull brother"
Known confidants: None
Known allies: The Bird-People (deceased), the Man-Beast
Major enemies: The Hulk, the Harpy, Modok (deceased), AIM, SHIELD, Thor, Iron Man I, the Man-Thing, the Stranger, Quasar, the Squadron Supreme
Usual base of operations: The Stranger's laboratory world
Former bases of operations: The sky-island city of the Bird-People; later, a recreation of the city built by the Bi-Beast II
Current group membership: None
Former group membership: Partner of the Man-Beast
Extent of programming: (I) The accumulated knowledge of the warfare and culture of the Bird-People, (II) The accumulated knowledge of the warfare, culture, science, and technology of the Bird-People

PHYSICAL DESCRIPTION

Height: 7' 8", (former) 20'
Weight: 360 lbs., (former) 1000 lbs.
Note: The Man-Beast subjected Bi-Beast II to a siphoning process which allowed the Man-Beast to access the Bi-Beast's willpower, but which had the side-effect of reducing the Bi-Beast's height and weight while leaving its physical intact.
Eyes: Black
Hair: None
Other distinguishing features: The Bi-Beast possesses two skulls, one atop the other, each of which has two eyes, a nose, and a mouth, but no outer ear structure. The Bi-Beast has three taloned fingers, including a thumb, on each hand and two taloned toes on each foot; he also has yellow skin.

POWERS AND ABILITIES

Intelligence: Genius (in terms of mental

capacity, not creative talents)
Strength: Superhuman Class 100
Speed: Enhanced human
Stamina: Superhuman
Durability: Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Knowledgeable but inexperienced hand-to-hand combatant, relies mainly on superhuman strength
Special skills: None known
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: Bi-Beast I possessed only the Bird-People's accumulated knowledge of warfare (upper skull) and culture (lower skull), whereas Bi-Beast II also possesses knowledge of the Bird-People's advanced science and technology.
Source of superhuman powers: Android construction and programming

PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: None
Special weaponry: None
Other accessories: (former) Various advanced weaponry of the Bird-People
Transportation: (former) The mobile sky-island city of the Bird-People; later, a duplicate of the city
Design and manufacture of paraphernalia: The Bird-People (an offshoot of the Inhumans)

BIBLIOGRAPHY

First appearance: (I) INCREDIBLE HULK Vol. 2 #169, (II) INCREDIBLE HULK Vol. 2 #214
Origin issue: (I) INCREDIBLE HULK Vol. 2 #169, (II) INCREDIBLE HULK Vol. 2 #214
Significant issues: INCREDIBLE HULK Vol. 2 #169 (I: captured the Hulk, and the Harpy, battled Modok for control of the sky-island city of the Bird-People, mortally wounded by Modok's ultra-ray weaponry, activated sky-island's self-destruct mechanism); INCREDIBLE HULK Vol. 2 #214-216 (II: second body activated, took control of SHIELD heli-carrier; battled Hulk, General Ross, and SHIELD; fell from heli-carrier into ocean while battling Hulk); THOR #315-316 (washed ashore on an island, waylaid passing ships and enslaved crews, recreated sky-island city of the Bird-People in order to attack human civilization, defeated by Thor I; freed from custody by Man-Beast, encountered the Man-Thing, alongside Man-Beast, battled Thor I and Iron Man I); QUASAR #14-16 (revealed to be captive on the Stranger's laboratory world; with other captives, escaped and attacked Stranger; defeated by Power Princess)

BIG BERTHA

BIG BERTHA

BIOGRAPHICAL DATA

Real name: Ashley Crawford
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Professional adventurer
Former occupation: Fashion model
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: The Great Lakes Avengers
Known allies: Hawkeye, Mockingbird
Major enemies: Unrevealed
Usual base of operations: Milwaukee, Wisconsin
Former bases of operations: Unrevealed
Current group membership: The Great Lakes Avengers
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: (as Ashley Crawford) 6' 1" (as Big Bertha) 7' 4"
Weight: (as Ashley Crawford) 120 lbs. (as Big Bertha) 750 lbs.
Eyes: Blue
Hair: Reddish-blonde
Other distinguishing features: As Big Bertha, Ashley Crawford is extraordinarily obese.

POWERS AND ABILITIES

Intelligence: Normal
Strength: (as Ashley Crawford) Normal, (as Big Bertha) Superhuman
Speed: Athlete
Stamina: Athlete
Durability: Superhuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Minimal training in hand-to-hand combat
Special skills and abilities: Unrevealed

Superhuman physical powers: The ability to increase size and mass, superhuman strength and durability
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Unrevealed

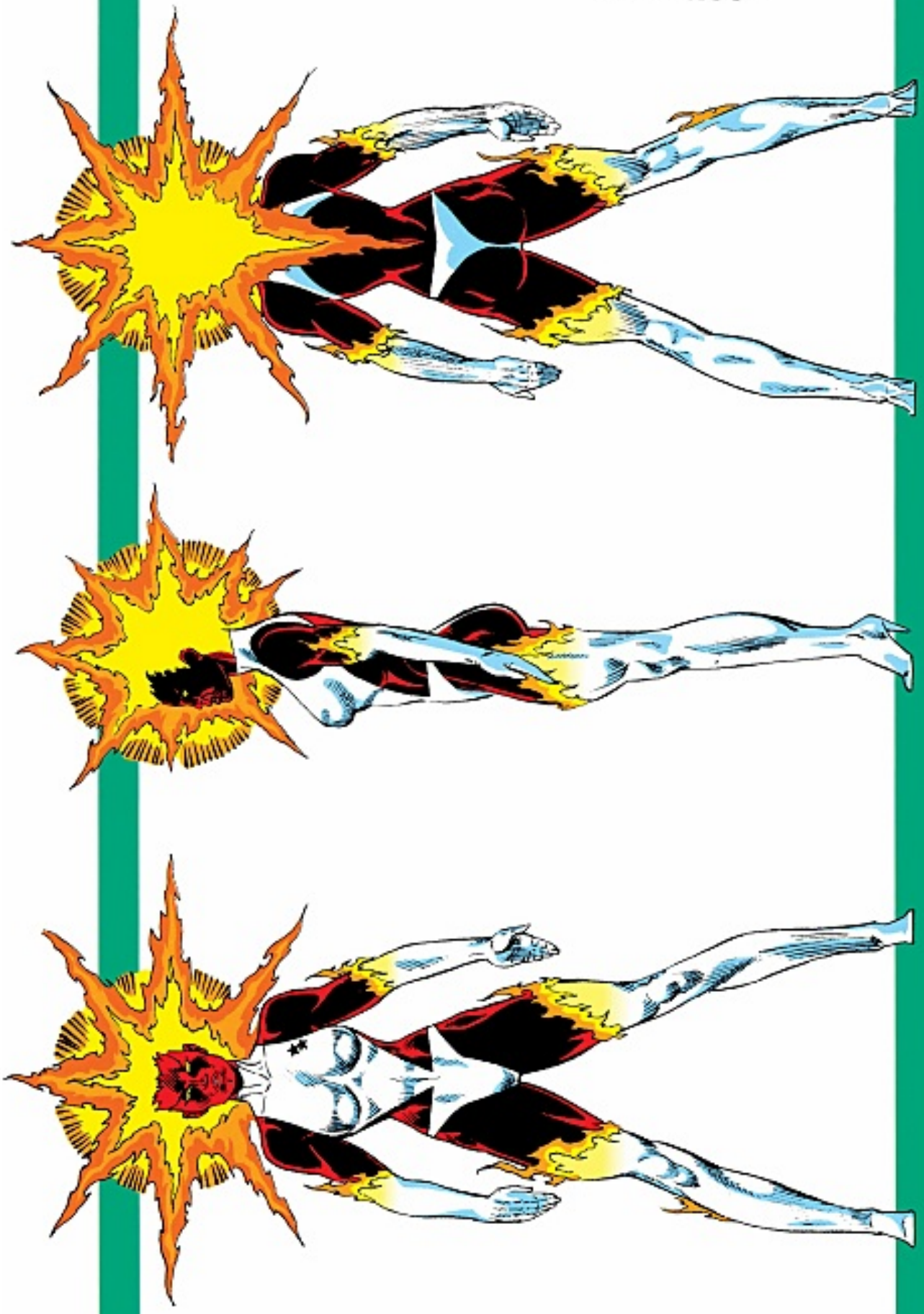
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: WEST COAST AVENGERS #46
Origin issues: Big Bertha's origin is as yet unrevealed.
Significant issues: WEST COAST AVENGERS #46 (encountered Hawkeye and Mockingbird); WEST COAST AVENGERS #48-49 (assisted Hawkeye and the West Coast Avengers against "That Which Endures"); AVENGERS ANNUAL #19 (assisted Mockingbird in holding action against Terminus)

BINARY™



BINARY

BIOGRAPHICAL DATA

Real name: Carol Susan Jane Danvers
Other current aliases: None
Former aliases: Ms. Marvel I
Dual identity: Secret; the general populace of Earth is unaware of Carol Danvers's Binary existence.
Current occupation: Adventurer
Former occupation: United States military intelligence agent, NASA security chief, magazine editor, freelance writer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Boston, Massachusetts
Marital status: Single
Known relatives: Joseph and Marie Danvers (parents), Steve (brother, deceased), Joseph, Jr. (brother)
Known confidants: Wolverine, Michael Rossi, Raza, Professor X, Marie Danvers, Hecate, (former) Dr. Michael Barnett (deceased)
Known allies: Starjammers, Wolverine, the X-Men, the Avengers, Quasar, Jessica Drew (Spider-Woman I), Hecate, Doctor Strange, Spider-Man, Namorita, Lilandra, (former) Captain Marvel I (deceased), the "People" (deceased), Defenders
Major enemies: The Brood, Supreme Intelligence, Grotesk, Scorpion, Doomsday Man, Korvac, Ronan the Accuser, Sabertooth, Super-Skrull, Silver Dagger, Chthon, Elementals, Tiger Shark, Centurion, AIM, (former) Deathbird, Colonel Yon-Rogg (deceased), Marcus (apparently deceased), Modok (deceased), Mystique, Rogue, Steeplejack II (deceased)
Usual base of operations: The *HMSS Starjammer* (starship), mobile primarily in the Shi'ar Galaxy
Former bases of operations: Boston, Massachusetts; CIA headquarters, Langley, Virginia; Cape Canaveral, Florida; New York City; Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York
Current group membership: Starjammers
Former group membership: Avengers
Extent of education: B.A., extensive training in espionage techniques

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 120 lbs.
Eyes: Blue
Feathers: Blond
Other distinguishing features: When Binary transforms into her energy-manipulating state, her skin turns red and her hair becomes a corona of cosmic flame (which does not harm her).

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete, (superhuman form) Superhuman Class 100
Speed: Athlete
Flight speed: Sub-light speed

Stamina: Athlete, (superhuman form) Superhuman
Durability: Athlete, (superhuman form) Superhuman
Agility: Athlete, (superhuman form) Superhuman
Reflexes: Athlete, (superhuman form) Superhuman
Fighting skills: Excellent hand-to-hand combatant, received considerable training in armed and unarmed combat in military intelligence
Special skills and abilities: Extraordinary espionage agent, highly talented writer
Superhuman physical powers: Aside from the above listed attributes, the ability to tap the energy of a "white hole" (the point at which a "point singularity" that has extended into another universe returns to our own). By this means Binary can manipulate stellar (or "cosmic") energies, which she can radiate as heat, light, and the rest of the electromagnetic spectrum as well as gravity. In her superhuman form binary can exist in the vacuum of space unprotected. As Ms. Marvel I, she possessed superhuman strength and durability and the power of flight.
Superhuman mental powers: As Ms. Marvel I, Binary possessed a limited precognitive "seventh sense". She could also will her everyday clothing to transform into her costume and vice versa.
Special limitations: After a massive expenditure of stellar energies, Binary reverts to human form and must rest in that state for an undisclosed length of time.
Source of superhuman powers: (as Ms. Marvel I) Kree psyche-magnetron, (as Binary) Genetic experimentation by the Brood.

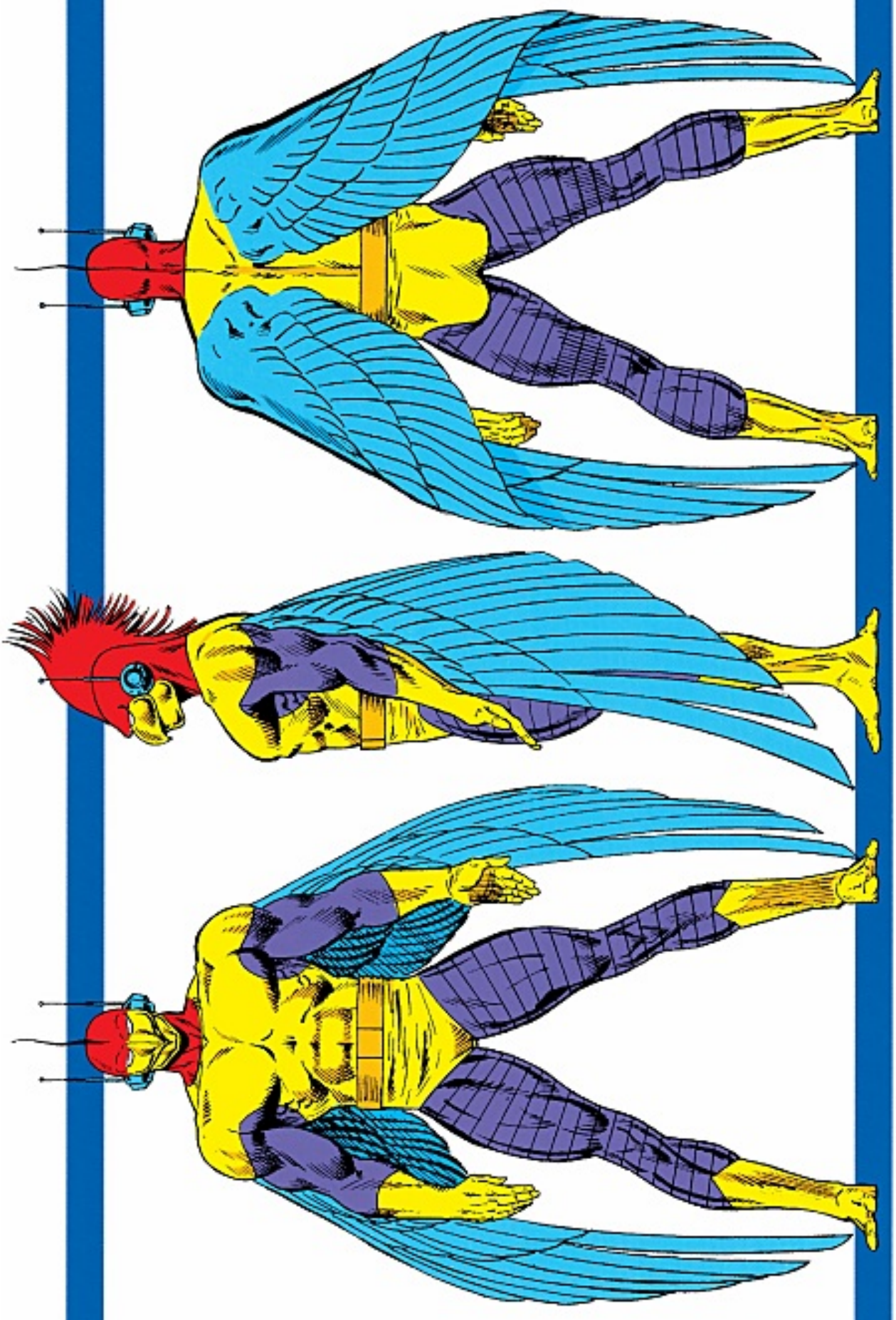
PARAPHERNALIA

Costume specifications: Unidentified Shi'ar fabrics, apparently highly resistant to flame
Personal weaponry: Employed handguns as CIA agent
Special weaponry: None
Other accessories: None
Transportation: Flight under own power or *HMSS Starjammer* (translight battle-dreadnought from the imperial Shi'ar intergalactic fleet)
Design and manufacture of paraphernalia: Shi'ar craftsmen

BIBLIOGRAPHY

First appearance: (as Carol Danvers) MARVEL SUPER-HEROES Vol. 1 #13, (as Ms. Marvel I) MS. MARVEL #1, (as Binary) UNCANNY X-MEN #164
Origin issue: (as Carol Danvers) CAPTAIN MARVEL #18, (as Ms. Marvel I) MS. MARVEL #1, 19, (as Binary) UNCANNY X-MEN #163-164
Significant issues: MARVEL SUPER-HEROES Vol. 1 #13 (first appeared as NASA security chief); CAPTAIN MARVEL #18 (irradiated by Kree psyche-magnetron)

BIRD-MAN™



BIRD-MAN

BIOGRAPHICAL DATA

Real names: (I) Henry Hawk (possibly an alias), (II) Achille DiBacco
Aliases at time of death: (both) None
Former aliases : (both) None known
Dual identity: (both) Publicly known
Occupation at time of death: (both) Professional criminal
Former occupation: (both) Unrevealed
Citizenship: (both) United States of America
Legal status: (I) Criminal record, (II) No criminal record
Place of birth: (both) Unrevealed
Place of death: (I) New York City (II) "The Bar With No Name", Medina County, Ohio
Cause of death: (I) Explosion of a bomb set off by Spymaster I, (II) Shot by Scourge
Marital status: (both) Unrevealed
Known relatives: (both) None
Known confidants: (I) Ape-Man I (deceased), Cat-Man I (deceased), Frog-Man I, (II) Ape-Man II (deceased), Cat-Man II (deceased)
Known allies: (I) Ape-Man I (deceased), Bird-Man I (deceased), Frog-Man I, Dragonfly, Organizer, Exterminator (Death-Stalker) (deceased), Count Lucino Nefaria (deceased), (II) Ape-Man II (deceased), Bird-Man II (deceased)
Major enemies: (I) Daredevil, Spider-Man, X-Men, Iron Man I, Captain America, (II) Death-Stalker (deceased), Daredevil
Base of operations at time of death: (I) New York City, (II) Mobile
Former base of operations: (both) New York City
Group membership at time of death: (I) Ani-Men I, (II) Ani-Men II
Former group membership: (I) Unholy Three (original Ani-Men, except for Frog-man I), (II) None
Extent of education: (both) High school

PHYSICAL DESCRIPTION

Height: (I) 5' 9", (II) 5' 10"
Weight: (1) 180 lbs., (II) 195 lbs.
Eyes: (both) Blue
Hair: (both) Unrevealed
Other distinguishing features: (I) Apparently Count Nefaria's scientists mutated Bird-Man I in order to give him actual wings capable of bearing him aloft in flight; he returned to normal form sometime later; (II) None

POWERS AND ABILITIES

Intelligence: (both) Normal
Strength: (I) Athlete (temporarily Superhuman Class 10 in upper portion of body), (II) Athlete
Speed: (I) Athlete (temporarily Enhanced human), (II) Athlete
Flight speed: (both) Natural winged flight
Stamina: (I) Athlete (temporarily Superhuman), (II) Athlete
Durability: (I) Athlete (temporarily Enhanced human), (II) Athlete
Agility: (I) Athlete (temporarily Enhanced

human), (II) Athlete
Reflexes: (I) Athlete (temporarily Enhanced human), (II) Athlete
Fighting skills: (both) Average hand-to-hand combatant
Special skills and abilities: (both) None known
Superhuman physical powers: (I) Temporarily possessed natural, feathered wings, and adaptations for flight including hollow bones, (II) None
Superhuman mental powers: (both) None
Special limitations: (both) None
Source of superhuman powers: (I) Unrevealed processes administered by scientists employed by Count Nefaria; (II) Inapplicable

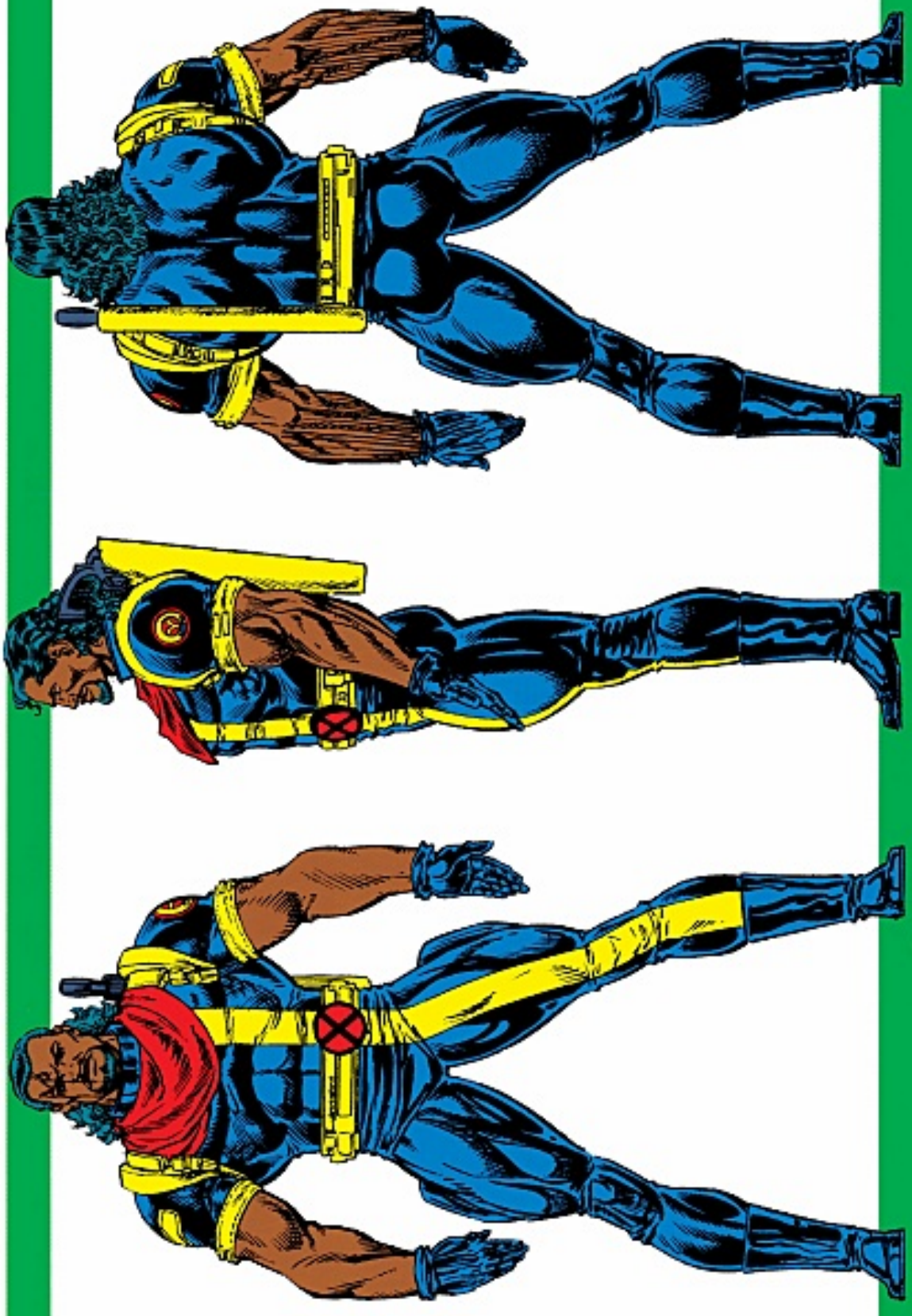
PARAPHERNALIA

Costume specifications: (both) Costume incorporated powered exoskeleton that amplified the wearer's strength sufficiently to utilize the costume's artificial wings to maneuver in flight. Wings had actual feathers taken from birds. Presumably Bird-Man I and II's costumes contained anti-graviton generators similar to those employed by the Vulture to lift him aloft in flight.
Personal weaponry: (both) None
Special weaponry: (I) While employed by the Exterminator, Bird-Man I wielded a "time displacement ray" ("T-Ray") gun that fired a ray that projected its victim into a limbo-like interdimensional void. The gun could thus "displace" a victim for a limited period of time. A ray blast of sufficient intensity could exile a victim to the interdimensional void permanently; (II) None
Other accessories: (both) Wore equipment (including antennae) for radio communication with his employers and teammates
Transportation: (both) Flight using own wings
Design and manufacture of paraphernalia: (I) Organizer's scientists; (II) Exterminator (adapting Bird-Man I's)

BIBLIOGRAPHY

First appearance: (I) DAREDEVIL #10; (II) DAREDEVIL #157
Origin issue: The origins of Bird-Man I and II are as yet unrevealed.
Significant issues: DAREDEVIL #10-11 (I: teamed with Ani-Men I as operatives of the Organizer, first battled Daredevil); DAREDEVIL #39-41 (I: with the Unholy Three as operatives for the Exterminator, battled Daredevil); MARVEL TEAM-UP #25 (I: with Unholy Three, fought Daredevil and Spider-Man); X-MEN Vol. 1 #95-96 (I: underwent given superhuman powers, with other Ani-Men invaded Cheyenne mountain missile base for Count Nefaria, fought X-Men); IRON MAN #115-116 (I: lost superhuman powers, with other Ani-Men was assigned by Nefaria to kill Tony Stark, fought Iron Man I, killed in explosion)

BISHOP™



BISHOP

BIOGRAPHICAL DATA

Real name: Bishop (first name unrevealed)
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of present-day Earth is unaware of Bishop's name and origin.
Current occupation: Adventurer
Former occupation: Commander in the XCE (law enforcers)
Citizenship: Unrevealed
Legal status: No criminal record, wanted for questioning in several murders in present-day United States
Place of birth: Unrevealed location in alternate 21st Century Earth
Marital status: Single
Known relatives: None
Known confidants: Storm, Professor X
Known allies: X-Men, Cable, X-Factor II, (former) Malcolm (deceased), Randall (deceased)
Major enemies: Stryfe, Styglut, Trevor Fitzroy, Acolytes, Morlocks, Death Sponsors
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: XCE headquarters (in an alternate 21st Century A.D.)
Current group membership: X-Men (Gold Team)
Former group membership: XCE (in an alternate 21st Century A.D.)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 275 lbs
Eyes: Brown, sometimes red
Hair: Black
Other distinguishing features: "M" tattoo over right eye

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Peak human
Fighting skills: Excellent hand-to-hand combatant, with many years of armed and unarmed combat training, superb marksman with firearms
Special skills and abilities: Unrevealed
Superhuman physical powers: Ability to absorb energy directed towards him to project that energy from his body
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: Genetic mutation

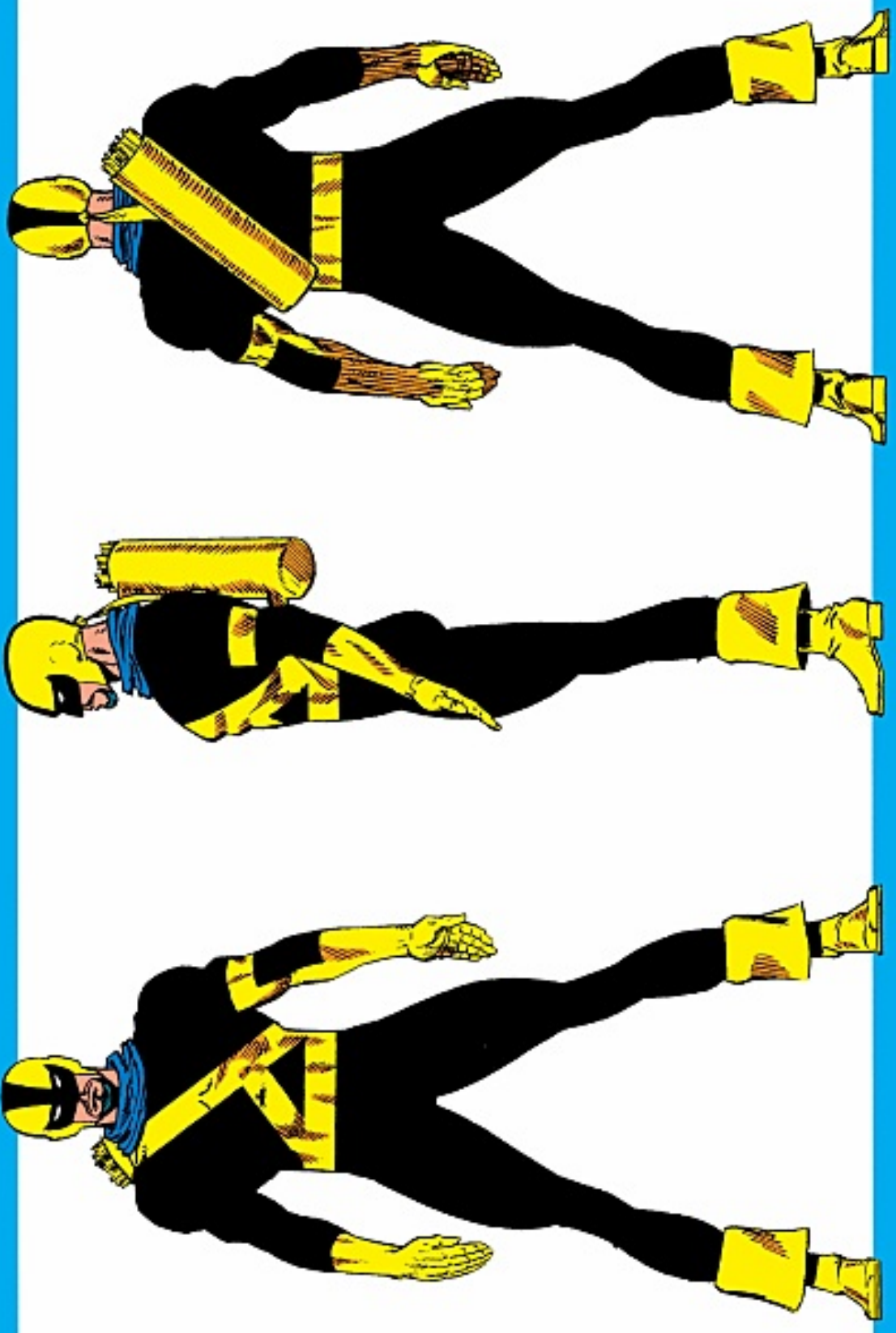
PARAPHERNALIA

Costume specifications: XCE uniform modeled after X-Men uniforms, contains body armor made of unidentified materials
Personal weaponry: XCE guns from alternate 21st Century
Special weaponry: XCE guns that fire laser beams and plasma charges
Other accessories: None known
Transportation: X-Men Blackbird jet and other vehicles
Design and manufacture of paraphernalia: (Blackbird) Forge, (costume and weapons) XCE

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #282
Origin issue: UNCANNY X-MEN #287, UNCANNY X-MEN ANNUAL #16
Significant issues: UNCANNY X-MEN #282-284 (traveled into the "mainstream" present in pursuit of Trevor Fitzroy and escaped mutant criminals, first encountered and battled X-Men); UNCANNY X-MEN #2872-88 (joined present-day X-Men; placed under Storm's tutelage, fought and defeated Styglut); X-MEN Vol. 2 #8 (recognized Gambit as the Witness in his own time, fought him); UNCANNY X-MEN #289-290 (met Mystique); UNCANNY X-MEN #291-293 (alongside X-Men battled Morlocks); UNCANNY X-MEN ANNUAL #16 (alongside the X-Men, battled Death Sponsors); X-FACTOR #84-86/X-FORCE #16-18/X-MEN Vol. 2 #14-16/UNCANNY X-MEN #294-296 (teamed with Wolverine in tracking down Cable, traveled with them to Cable's "Professor" starship, joined them in finding Stryfe); UNCANNY X-MEN #298 (offered to resign from X-Men, resignation rejected by Professor X, alongside X-Men battled Acolytes)

BLACK ARCHER™



BLACK ARCHER

BIOGRAPHICAL DATA

Real name: Wyatt McDonald
Aliases at time of death: None
Former aliases : Hawkeye II, Golden Archer II
Dual identity: Publicly known on "Other-Earth"
Occupation at time of death: Freedom fighter
Former occupation: Cabdriver, adventurer
Citizenship: Naturalized citizen of the United States of "Other-Earth" (Earth-S)
Legal status: No criminal record
Place of birth: Unrevealed location in the United Kingdom of "Other-Earth"
Place of death: Squadron City, Great American Desert, United States, "Other-Earth"
Cause of death: Massive head trauma from blow by mace wielded by Blue Eagle
Marital status: Single
Known relatives: None
Known confidants: (former) Lady Lark (Skylark), Doctor Spectrum II
Known allies: Nighthawk's Redeemers, the Defenders, (former) the Squadron Supreme
Major enemies: Over-Mind, Null the Living Darkness, Scarlet Centurion, the Serpent Cartel, Brain-Child, the Squadron Supreme, (former) Avengers, Institute of Evil, Master Menace
Base of operations at time of death: Kyle Richmond's mansion, Cosmopolis, New Troy, "Other-Earth"
Former base of operations: Franklintown, New Babylon; Rocket Central, orbiting Earth; temporary Squadron Supreme headquarters, Moreland; Squadron City, Great American Desert
Group membership at time of death: The Redeemers
Former group membership: The Squadron Supreme
Extent of education: College degree

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 150 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Peak human
Fighting skills: Good hand-to-hand combatant, trained by Nighthawk I
Special skills and abilities: Superb archer with nearly perfect accuracy.
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None

Source of superhuman powers: Inapplicable

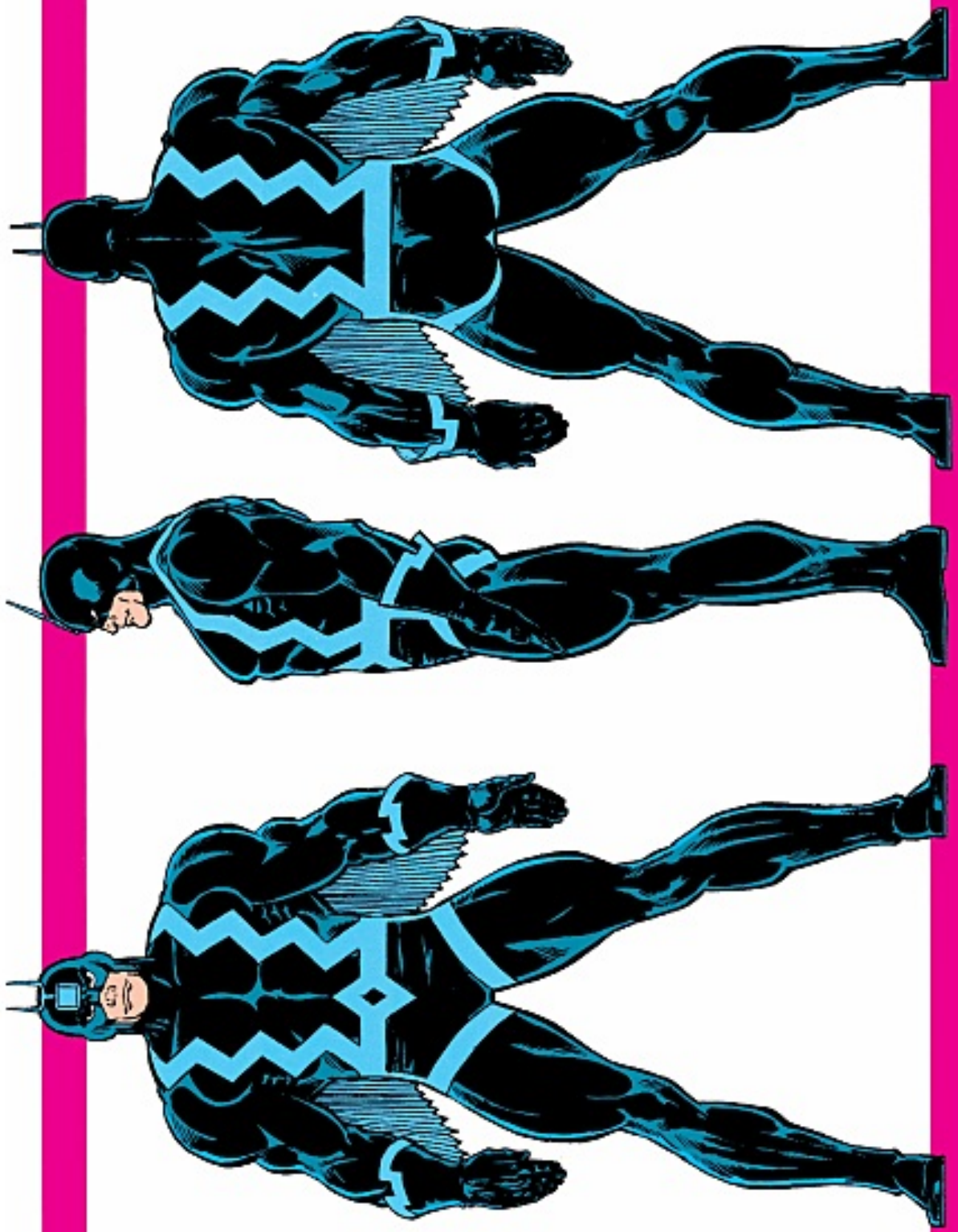
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Customized double-recurve bow, conventional arrows, and a wide variety of "trick-arrows," including sonic, explosive-tipped, magnesium flare, smoke, tear-gas, suction-tip, cable, bola, electrified, net, parachute, and many others
Special weaponry: Various "trick-arrows" as needed
Other accessories: (as Squadron member) A protective force field belt
Transportation: Access to air, land, and sea vehicles provided by Nighthawk I, (as Squadron member) access to all Squadron air, land, and sea vehicles
Design and manufacture of paraphernalia: (arrows, costume) Black Archer; (force field belt) Tom Thumb

BIBLIOGRAPHY

First appearance: (as Hawkeye II) AVENGERS #85, (as Golden Archer II) AVENGERS #141, (as Black Archer) SQUADRON SUPREME #10
Origin issue: The Black Archer's origin is as yet unrevealed.
Significant issues: AVENGERS #85-86 (encountered Avengers Vision, Scarlet Witch, Quicksilver, and Goliath II, fought alongside Squadron and Avengers against Brain-Child I); AVENGERS #141-142, 144, 147-149 (alongside Squadron, fell under influence of Serpent Cartel and battled Avengers, along with rest of Squadron turned against Serpent Cartel); DEFENDERS #113-115 (alongside Squadron, mind-controlled by the Over-Mind, freed by Defenders, battled Over-Mind and Null the Living Darkness alongside the Squadron and Defenders); SQUADRON SUPREME #1 (joined in Squadron Supreme's decision to take control of United States to implement "Utopia Program," publicly revealed secret identity); SQUADRON SUPREME #3 (captured and nearly executed by vigilantes); SQUADRON SUPREME #4 (proposed to Lady Lark, was rejected, used behavior modification machine to compel her to love him); SQUADRON SUPREME #5 (captured by Institute of Evil and compelled by them to betray Squadron, rescued by Squadron); SQUADRON SUPREME #6 (expelled from the Squadron for his misuse of behavior modifier); SQUADRON SUPREME #10-#11 (joined Nighthawk I's Redeemers); SQUADRON SUPREME #12 (joined Redeemers in attack upon Squadron, shattered Doctor Spectrum I's Power Prism, slain by Blue Eagle)

BLACK BOLT.



BLACK BOLT

BIOGRAPHICAL DATA

Real name: Blackagar Boltagon
Other current aliases: None
Former aliases : None
Dual identity: None; Black Bolt seldom appears unmasked anywhere
Current occupation: Ruler of the Inhumans
Former occupation: Student
Citizenship: City of Attilan, the Blue Area of Earth's Moon
Legal status: No criminal record
Place of birth: Island of Attilan, Atlantic Ocean
Marital status: Married
Known relatives: Agon (father, deceased), Rynda (mother, deceased), Maximus (brother), Medusa (wife), Gorgon, Triton, Karnak, Crystal, Luna (cousins), Pietro Maximoff (cousin-in-law), Pope (son)
Known confidants: Medusa
Known allies: The Royal Family of the Inhumans, the Fantastic Four, the Avengers
Major enemies: The Trikon, the Seeker (deceased), the Alpha Primitives, the "Evil Inhumans", Omega I, Ultron, Shatterstar I
Usual base of operations: City of Attilan, the Blue Area of Earth's Moon
Former base of operations: Island of Attilan, Atlantic Ocean; City of Attilan, Himalayan Mountain Range, China; an unnamed island of exile, Atlantic Ocean
Current group membership: The Royal Family of the Inhumans
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 180 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 10; (augmented) Superhuman Class 75
Speed: Enhanced human, (augmented) Superhuman
Flight speed: Supersonic
Stamina: Superhuman
Durability: Superhuman
Agility: Enhanced human
Reflexes: Superhuman
Fighting skills: Moderate hand-to-hand combatant
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, Black Bolt possesses the ability to harness free floating electrons for a variety of effects including the creation of a quasi-sonic scream so powerful it can level a mountain, in conjunction with the artificial antennas on his cowl he can augment his strength and speed, channel electrons through his arm to create concussive blasts, create tempo-

rary quasi-solid particle/electron fields, and broadcast jamming frequencies. He can also harness anti-gravitons to enable himself to fly.

Superhuman mental powers: None

Special limitations: After employing his superhumanly strong "master blow," or performing other highly energetic feats, Black Bolt is weakened to approximately human levels of stamina and durability for a short period. Black Bolt cannot speak due to a lack of control over his sonic scream.

Source of superhuman powers: Genetically superior Inhuman physiology, exposed to the mutagenic Terrigen Mist while in the womb

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

Personal weaponry: None

Special weaponry: None

Other accessories: Occasionally wears the Inhuman crown

Transportation: Flight under own power or teleportation by Lockjaw

Design and manufacture of paraphernalia: Inhuman technicians

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #45

Origin issue: THOR #149, AVENGERS #95

Significant issues: THOR #149 (attacked by Maximus upon his release from confinement in attempt to prove Black Bolt could not control his sonic powers); AVENGERS #95 (attempted to capture Kree emissary making pact with Maximus which resulted in the death's of his parents, and affected Maximus's sanity); INHUMANS SPECIAL #1 (driven from Attilan by the Trikon); FANTASTIC FOUR #45-48 (regained the throne, encountered the Fantastic Four, trapped in Attilan by "negative zone" barrier created by Maximus); FANTASTIC FOUR #59-61 (shattered the "negative zone" barrier, left Great Refuge to visit outside world); FANTASTIC FOUR #82-83 (opposed Maximus and his atmo-gun); SILVER SURFER Vol. 1 #18 (battled Silver Surfer); AMAZING ADVENTURES #5-7 (defeated Maximus with aid of Avengers); FANTASTIC FOUR #131-132 (battled android Omega I alongside Fantastic Four and Royal Family); MARVEL TEAM-UP #11 (battled Kang and Zarrko alongside Spider-Man); INHUMANS #4-6 (deposed as king by Maximus again, inadvertently decimated city); FANTASTIC FOUR #240 (oversaw the moving of Attilan to the moon); AVENGERS ANNUAL #12 (exchanged consciousness with Maximus; plot discovered and foiled by Avengers and Inhuman Royal Family); X-FACTOR ANNUAL #2 (aided X-Factor in defeat of Maximus)

BLACK CAT

BLACK CAT

BIOGRAPHICAL DATA

Real name: Felicia Hardy
Other current aliases: None
Former aliases: Felicia Harmon
Dual identity: Known to legal authorities
Current occupation: Adventurer
Former occupation: Cat-burglar
Citizenship: United States of America
Legal status: Criminal record, granted legal amnesty
Place of birth: Queens, New York
Marital status: Single
Known relatives: Walter Hardy (father, deceased), Lydia Hardy (mother, deceased)
Known confidants: Spider-Man
Known allies: Spider-Man
Major enemies: The Kingpin, Doctor Octopus, Sabretooth
Usual base of operations: New York City
Former bases of operations: None
Current group membership: None
Former group membership: Former partner of Spider-Man
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 120 lbs.
Eyes: Green
Hair: Platinum blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Peak human
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Trained in several martial arts
Special skills and abilities: Expert thief
Superhuman physical powers: None; the Black Cat once possessed the proportionate strength, agility, endurance, and sensory acuity of a cat; she could also form her hands and feet into powerful claws. She no longer possesses those cat-like abilities.
Superhuman mental powers: None; the Black Cat once possessed the psionic ability to alter probability fields causing "bad luck" for her opponents. She has since lost that ability.
Special limitations: The Black Cat's "bad luck" power extended to all those around her, including her friends.
Source of superhuman powers: Bad luck power: genetic alteration by scientists employed by the Kingpin; Cat-like powers: spell cast by Doctor Strange which altered her previous powers.

PARAPHERNALIA

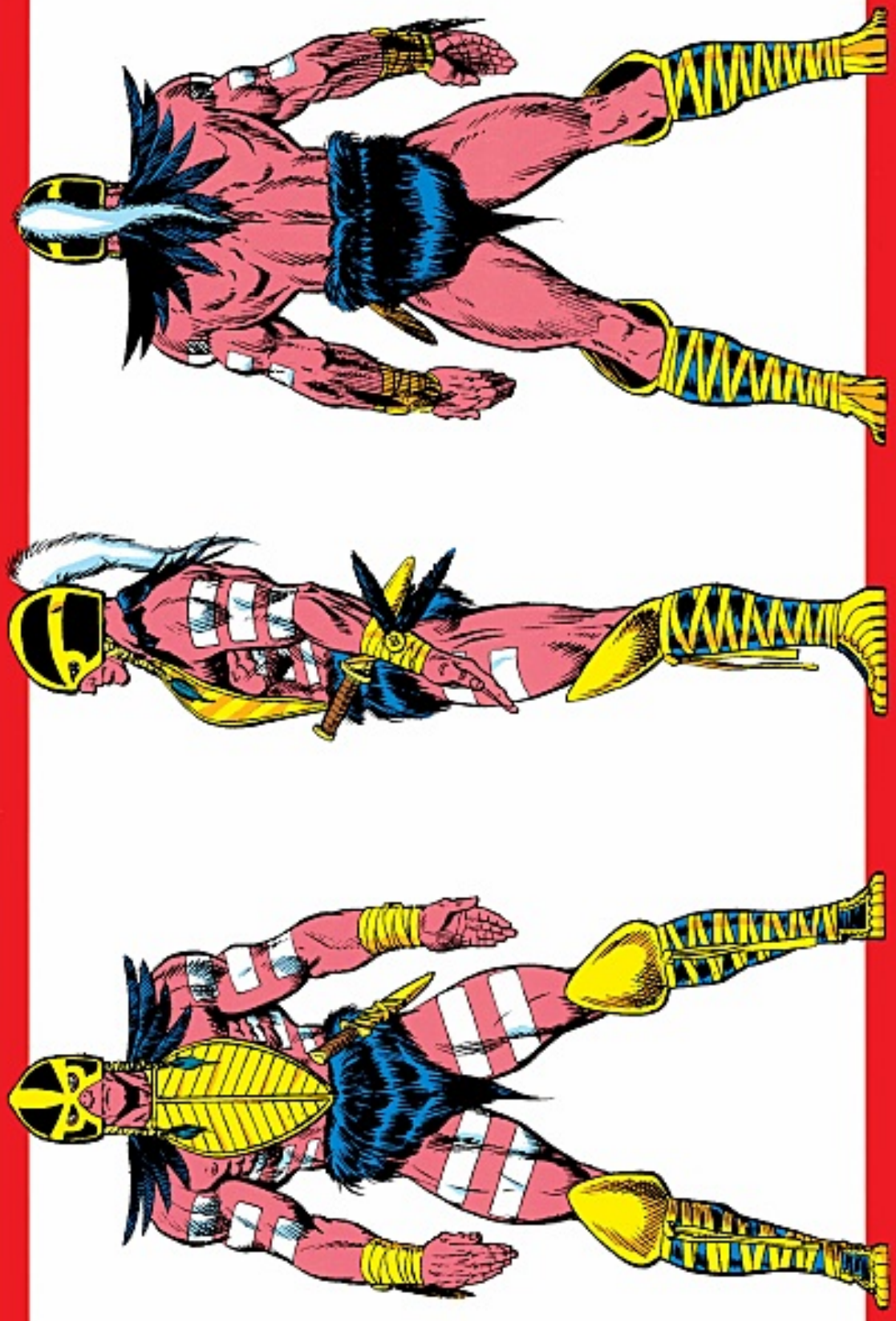
Costume specifications: Leather and synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: Cable attached to a

grappling hook used as a tightrope, a swing-line, and wall scaling device
Transportation: Grappling cable and conventional transportation
Design and manufacture of paraphernalia: Walter Hardy

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #194
Origin issue: AMAZING SPIDER-MAN #195
Significant issues: AMAZING SPIDER-MAN #194-195 (first encountered Spider-Man; father died, faked own death); AMAZING SPIDER-MAN #204-205 (pledged love to Spider-Man); AMAZING SPIDER-MAN #226-227 (escaped from mental institution; joined forces with Spider-Man against the Maggia; granted conditional amnesty, again convinced Spider-Man that she had died); SPECTACULAR SPIDER-MAN #74-76 (stole a nuclear detonator from the Kingpin; she and Spider-Man became lovers; shot and almost killed by Doctor Octopus); SPECTACULAR SPIDER-MAN #87-89 (Spider-Man revealed his secret identity to her; Spider-Man injured in battle, craved superhuman powers to help; received them from the Kingpin); SPECTACULAR SPIDER-MAN #100 (discovered powers were granted by Kingpin out of revenge for stealing his detonator, broke up with Spider-Man); SPECTACULAR SPIDER-MAN #112 (began "Robin Hood crusade," stealing from the rich and giving to the poor); SPECTACULAR SPIDER-MAN #115-117 (Doctor Strange removed her "bad luck" powers while she was burglarizing the Foreigner; Spider-Man saved her life from the Foreigner's hit man, Sabretooth; redesigned mask and costume, confronted Strange who revealed that her powers had just mutated into cat-like abilities, began love affair with the Foreigner); SPECTACULAR SPIDER-MAN #119 (battled and defeated Sabretooth); SPECTACULAR SPIDER-MAN #123-124 (apartment fire-bombed by the Foreigner's hitman Blaze, began living with Peter Parker); SPECTACULAR SPIDER-MAN #128-129 (donned another new costume, Spider-Man discovered her association with the Foreigner, cleared Spider-Man of murder charge, departed for Paris); STRANGE TALES Vol. 2 #10 (returned to the United States, went "shopping" with Dagger); AMAZING SPIDER-MAN #306-307 (sought Spider-Man in original costume; fought Venom, discovered Spider-Man was married); AMAZING SPIDER-MAN #329 (began to date Peter Parker's friend Flash Thompson to upset Spider-Man); AMAZING SPIDER-MAN #331 (confronted Spider-Man's wife, Mary Jane, swearing to ruin their marriage); AMAZING SPIDER-MAN #342-343 (saved a powerless Spider-Man from the Scorpion; all powers rendered inert by the Chameleon's device, confessed a real affection for Flash Thompson)

BLACK CROW™



BLACK CROW

BIOGRAPHICAL DATA

Real name: Jesse Black Crow
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: (as Jesse Black Crow) None, physically incapacitated, lives on workman's compensation; (as Black Crow) Mystic warrior serving an unidentified "Earth Mother" spirit worshiped by his Navajo ancestors
Former occupation: Construction worker
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Navajo Reservation, New Mexico
Marital status: Single
Known relatives: Unnamed great-grandfather (deceased)
Known confidants: None
Known allies: Captain America, Spider-Man, Doctor Strange, Red Wolf
Major enemies: Puma
Usual base of operations: Queens, New York
Former bases of operations: Navajo Reservation, New Mexico
Current group membership : None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 190 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10, (as Jesse) Below normal
Speed: Enhanced human, (as Jesse) Inapplicable
Flight speed: (as a crow) Natural winged flight, (as a lightning bolt) Speed of light
Stamina: Superhuman, (as Jesse) Below normal
Durability: Superhuman, (as Jesse) Normal
Agility: Superhuman, (as Jesse) Below normal
Reflexes: Superhuman, (as Jesse) Below normal
Fighting skills: (as Black Crow) Gifted unarmed combatant, no known training
Special skills and abilities: Knowledge of mystical rituals
Superhuman physical powers: Besides the above listed attributes, Black Crow can mystically summon fog and mist and has shape-shifting powers. He is definitely known to be able to magically transform himself into a normal-sized crow or into a bolt of lightning. Apparently he can also transform himself into mist. He retains his human intelligence in both forms, and can speak in his crow form. The Black Crow has apparently also assumed the form of

Spider-Man, the Puma, an actual puma (in which form he could speak), and a gigantic crow. He has also apparently mystically transported himself and others into the otherdimensional land of the Anasazi of Native American myth. However, it is possible that all of these feats were actually illusions the Black Crow created minds of others.

Superhuman mental powers: The extent of Black Crow's mental powers is unrevealed. He has proved capable of communicating telepathically with Captain America (perhaps due to their spiritual bond), paralyzing a person through mystic hypnosis, and removing specific memories from a person's mind. He may be capable of creating visions and illusions in the minds of others. Black Crow possesses mystic senses that are attuned to the spirits of mortal Native Americans and to their deities. He can sense the auras of other Native Americans and thereby learn their recent past.

Special limitations: In his normal human form, Jesse Black Crow is paralyzed from the waist down and is confined to a wheelchair

Source of superhuman powers: Mystical transformation by unidentified "Earth Mother" spirit (possibly Gaea under another name and guise) worshiped by his Navajo ancestors

PARAPHERNALIA

Costume specifications: Ordinary fabric which is apparently mystically transformed into his costume when Jesse Black crow changes into his Black Crow persona.

Personal weaponry: Spear (which he spins to perform certain mystic feats such as cleansing negative magical energies), longbow, arrows, knife

Special weaponry: "Freezing mist" that can paralyze other people and blank their minds for brief periods of time

Other accessories: Pouch containing mystic herbs he can employ for various purposes

Transportation: Can mystically transform into a crow or a bolt of lightning

Design and manufacture of paraphernalia: Unrevealed, apparently of mystic origin

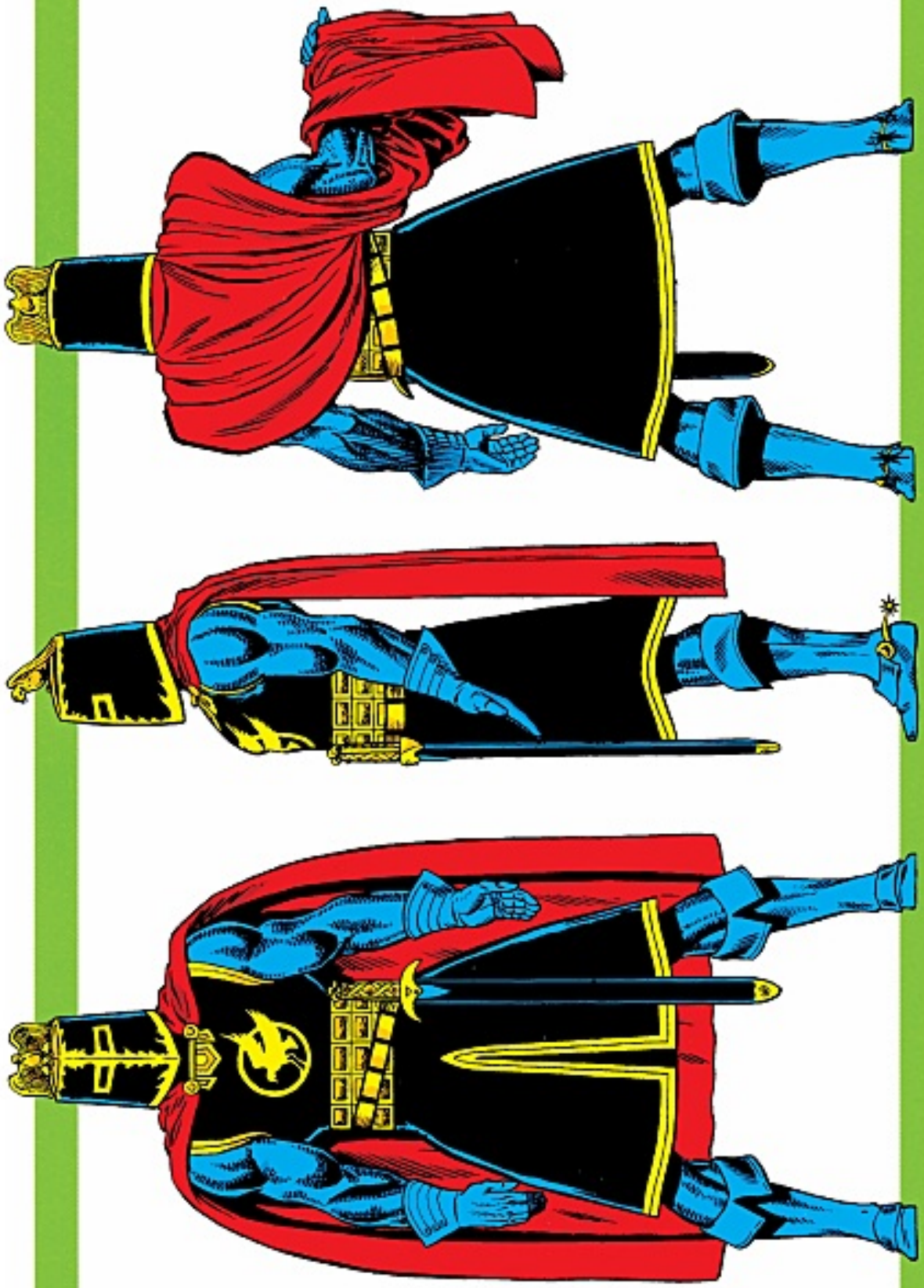
BIBLIOGRAPHY

First appearance: (in crow form) CAPTAIN AMERICA #290, (in human form) CAPTAIN AMERICA #292

Origin issue: CAPTAIN AMERICA #292

Significant issues: CAPTAIN AMERICA #292 (won trial by combat with Captain America, spiritually bonded with him); CAPTAIN AMERICA #299-300 (performed mystical ritual that helped save Captain America from death by poisoning); DAREDEVIL #225 (observed Daredevil for unidentified being in "Zona Prohibida"); DOCTOR STRANGE Vol. 3 #25 (first met Doctor Strange and Red Wolf, alerted Strange to danger from the Cheyenne pantheon of gods)

BLACK KNIGHT™



BLACK KNIGHT I

BIOGRAPHICAL DATA

Real name: Sir Percy of Scandia
Aliases at time of death: None
Former aliases : None
Dual identity: Secret, revealed double identity during final war between King Arthur and Mordred
Occupation at time of death: Knight of the Round Table of King Arthur Pendragon
Occupation at time of final death: Vampire
Former occupation: None known
Citizenship: England, circa 16th Century
Legal status: No criminal record in Arthur's England, now legally dead
Place of birth: Camelot Castle, England
Place of death: Castle Scandia, Britain
Cause of death: Mortally wounded in the back by Mordred using dagger made from the same meteoric material as the Ebony Blade
Marital status: Married
Known relatives: Lady Rosamund (wife, deceased), Edward, Geoffrey (sons, deceased), King Arthur Pendragon (distant cousin, deceased), Prof. Nathan Garrett (Black Knight II, descendant, deceased), Eobar of Garrington (descendant, deceased), Dane Whitman (Black Knight III, descendant)
Known confidants: Merlin, Rosamund
Note: It is unclear whether or not the Merlin who was the Black Knight's mentor is the same being as the Merlyn associated with Captain Britain.
Known allies: Merlin, King Arthur Pendragon, Black Knight II, Victoria Bentley, Captain Britain, Doctor Strange, Brunnhilde the Valkyrie, Sean Dolan
Major enemies: Mordred, Morgan Le Fey, Tyrannus, Dreadknight, Balor
Base of operations at time of death: Castle Scandia, Camelot (both in Britain circa 16th Century)
Note: As a spirit Black Knight I formerly appeared at Garrett Castle, England, and now dwells within the Ebony Blade
Former base of operations: Scandia
Group membership at time of death: Knights of the Round Table
Former group membership: None
Extent of education: Unrevealed, but extensive for his original time

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 180 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete

Fighting skills: Master of swordsmanship, horseback riding, and all forms of combat known in Britain at the time of Camelot
Special skills and abilities: Talented poet, singer, and musician (played the lute)
Superhuman physical powers: (when alive or in possession of his physical body) None
Superhuman mental powers: None while alive, possesses various psychic abilities as disembodied spirit
Special limitations: Merlin's spells rendered the Black Knight invulnerable to physical harm as long as he held the Ebony Blade; however, the spells were ineffective against a weapon made of the same metal as the Ebony Blade.
Source of superhuman powers: (when alive) Inapplicable

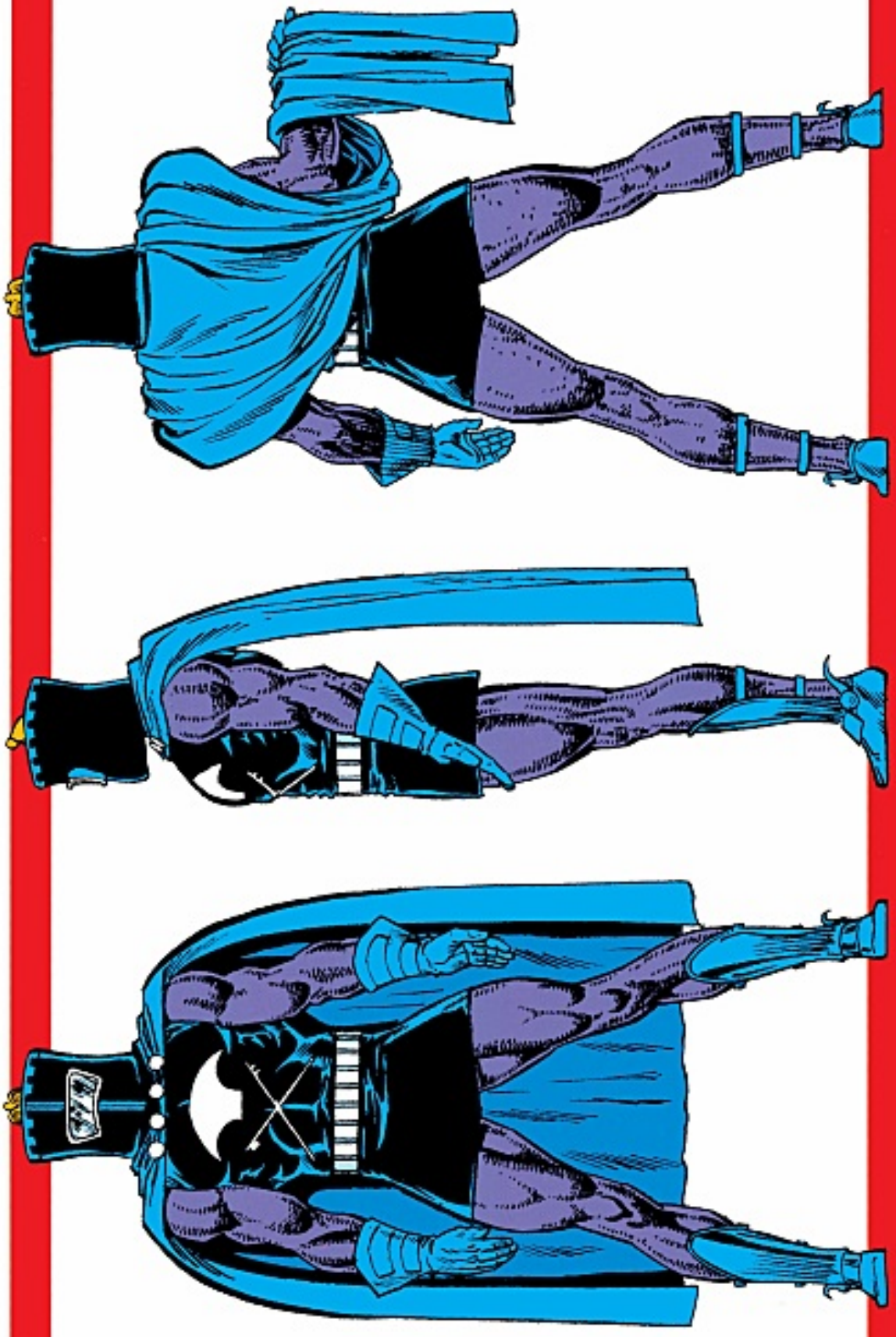
PARAPHERNALIA

Costume specifications: Body armor and helmet made of unknown metal, possibly the same metal as that of the Ebony Blade, rendered impenetrable by Merlin's spells (except by a dagger made of the same metal as the Ebony Blade)
Personal weaponry: The Ebony Blade, a sword forged from a meteorite by the wizard Merlin, endowed with a variety of properties by the combination of extraterrestrial metal and mystical enchantment, including indestructibility, the ability to cut through any substance up to a foot-thick steel, the ability to form a mystical bond with its wielder which allows him to transport himself (through arcane ritual) across space and time if separated from the blade
Special weaponry: None
Other accessories: None
Transportation: (in life) Horses, (when in possession of Black Knight III) Valinor (mutated winged horse)
Design and manufacture of paraphernalia: (armor and Ebony Blade) Merlin

BIBLIOGRAPHY

First appearance: (historical) BLACK KNIGHT COMICS #1, (modern) MARVEL SUPER-HEROES Vol. 1 #17
Origin issue: BLACK KNIGHT COMICS #1, MARVEL COMICS PRESENTS #64-65, BLACK KNIGHT #1
Significant issues: BLACK KNIGHT COMICS #1 (first became Black Knight I); MARVEL SUPER-HEROES Vol. 1 #17 (appeared as ghost to act as mentor to Black Knight III, revealed how he died); AVENGERS #71, AVENGERS #84, AVENGERS #100 (as ghost, summoned to give advice); DOCTOR STRANGE Vol. 2 #68 (released from mortal plane by Doctor Strange); BLACK KNIGHT #1 (revealed how he wed Lady Rosamund, spirit took possession of Black Knight III); BLACK KNIGHT #3 (with Doctor Strange, fought Morgan Le Fey, Balor, rescued by Valkyrie, made Sean Dolan his squire); BLACK KNIGHT #4 (spirit took possession of Ebony Blade)

BLACK KNIGHT II™



BLACK KNIGHT II

BIOGRAPHICAL DATA

Real name: Nathaniel Garrett
Aliases at time of death: None
Former aliases: None
Dual identity: Publicly known
Occupation at time of death: Professional criminal
Former occupation: Research scientist, university professor, espionage agent
Citizenship: United Kingdom (former), United States of America (naturalized)
Legal status: Criminal record in the U.S.
Place of birth: London, England
Place of death: Washington, D.C. area
Cause of death: Injuries sustained in a fall from his winged steed during a battle with Iron Man I
Marital status: Single
Known relatives: Sir Percy of Scandia (alias Black Knight I, ancestor, deceased), Lady Rosamund, Eobar Garrington (ancestors, deceased), unnamed sister (deceased), Dane Whitman (alias Black Knight III, nephew)
Known confidants: None
Known allies: Masters of Evil I (Baron Zemo I, Radioactive Man, Melter, Executioner I, Enchantress),
Major enemies: Giant-Man I, Wasp, Iron Man I, the Avengers
Base of operations at time of death: Mobile
Former bases of operations: Mobile
Group membership at time of death: None
Former group membership: The Masters of Evil I
Group membership after death: Legion of the Unliving III
Extent of education: Ph.D. in genetics

PHYSICAL DESCRIPTION

Height: 6'
Weight: 195 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Athlete
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: No training in hand-to-

hand combat
Special skills and abilities: Brilliant biologist, specializing in genetic engineering skilled electrical engineering; skilled equestrian
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

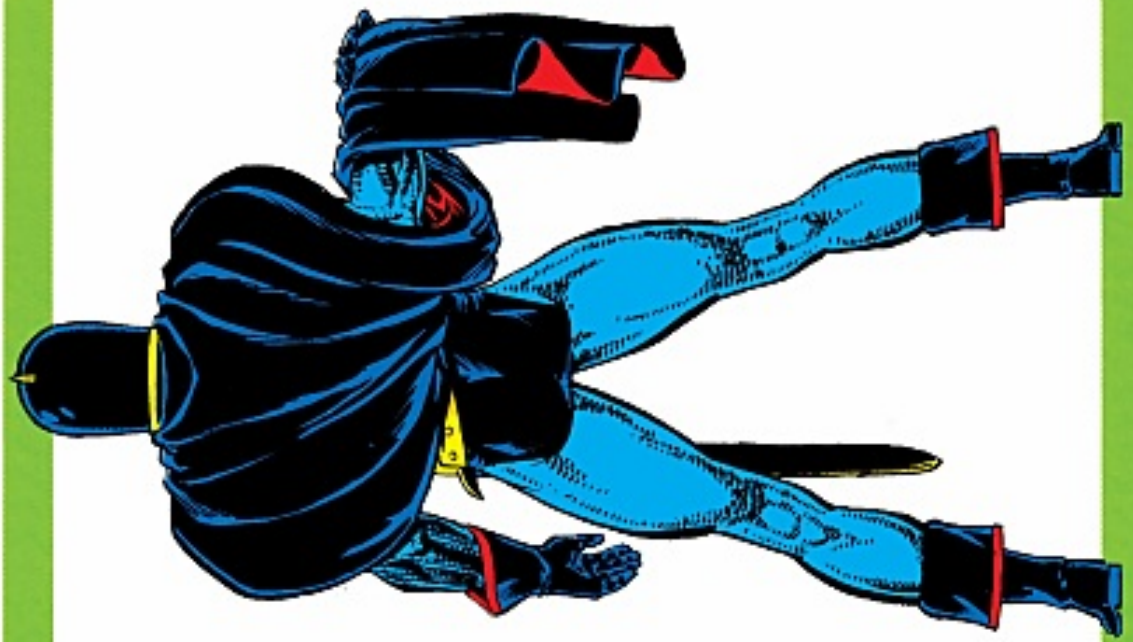
Costume specifications: Body armor made of unknown steel alloy
Personal weaponry: Powerlance (fired heat beams, electrical charges, concussive electromagnetic force beams; rope (as a lasso); steel cables (as bolas); red-hot spinning metal discs, and "doughnuts" (electrical energy-drainers); paralyzer pistol (fired nerve gas which could paralyze or kill an opponent)

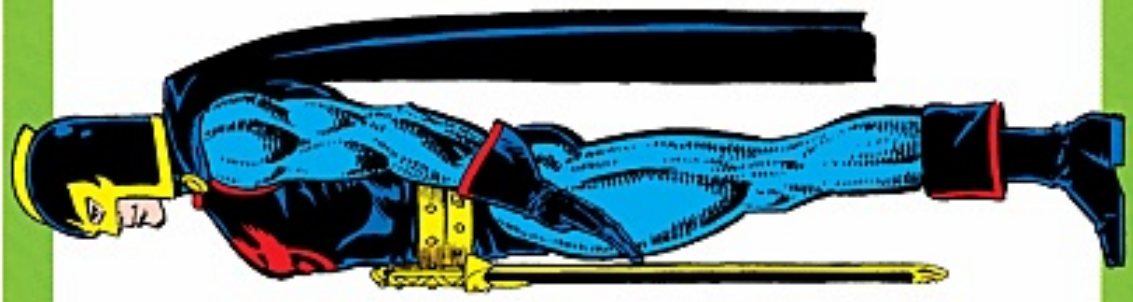
Special weaponry: None
Other accessories: None
Transportation: Winged flying horse (created by genetic engineering)
Design and manufacture of paraphernalia: Nathan Garrett

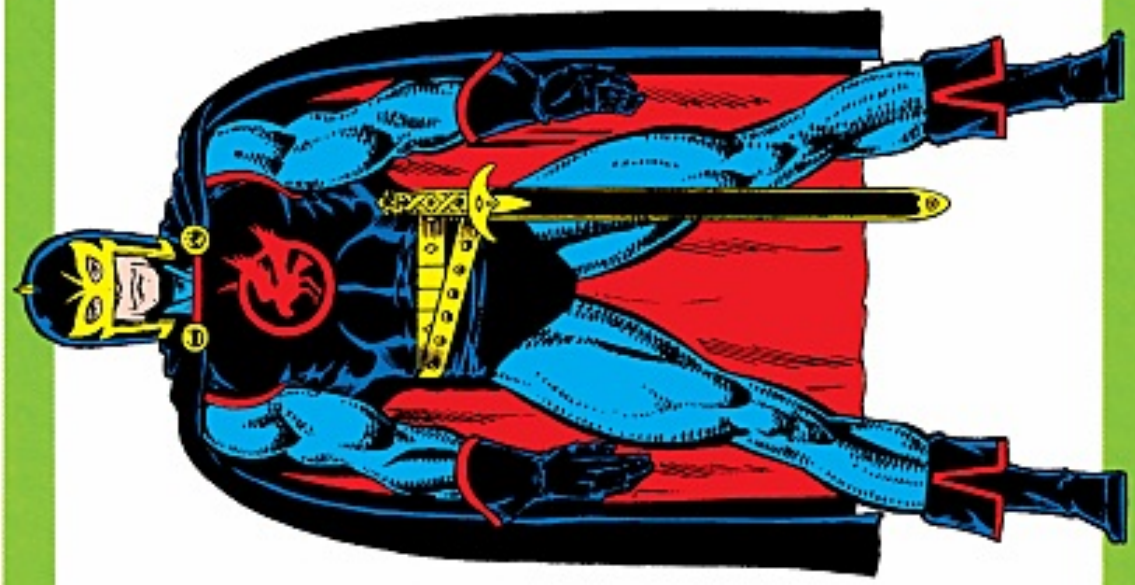
BIBLIOGRAPHY

First appearance: TALES TO ASTONISH #52
Origin issue: TALES TO ASTONISH #52
Significant issues: TALES TO ASTONISH #52 (as head of espionage ring, captured by Giant-Man I; later fled to Europe, created winged horse and costumed identity as the Black Knight; battled Giant-Man I and the Wasp, defeated); AVENGERS #6 (joined Baron Zemo's Masters of Evil I, battled the Avengers; defeated by Thor); TALES TO ASTONISH #59 (attacked Stark Industries plant to lure Iron Man I into battle, defeated); AVENGERS #15-16 (alongside Masters of Evil I, battled Avengers, captured); FANTASTIC FOUR ANNUAL #3 (among villains assembled by Doctor Doom to destroy the Fantastic Four); TALES OF SUSPENSE #73 (kidnaped Happy Hogan, battled Iron Man I, fell from winged horse); AVENGERS #47 (revealed to have survived fall albeit mortally wounded; passed on mantle of Black Knight to his nephew Dane Whitman, who became the heroic Black Knight III; died); AVENGERS WEST COAST #61 (resurrected by Immortus as a member of the Legion of the Unliving, battled Dr. Pym, "died" again)

BLACK KNIGHT™







BLACK KNIGHT

BIOGRAPHICAL DATA

Real name: Dane Whitman
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Crimefighter
Former occupation: Scientist, crusader
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Gloucester, Massachussetts
Marital status: Single
Known relatives: Nathan Garrett (alias Black Knight II, uncle, deceased), Sir Percy of Scandia (alias Black Knight I, ancestor, deceased), Lady Rosamund, Eobar Garrington (ancestors, deceased)
Known confidants: Janet Van Dyne (the Wasp), Dr. Stephen Strange
Known allies: The Avengers
Major enemies: Mordred the Evil, Morgan Le Fay, the Dreadknight, the Masters of Evil
Usual base of operations: Castle Garrett, Washington D.C.
Former bases of operations: New York City; 12th Century England
Current group membership: Reserve member of the Avengers
Former group membership: Ally of Prince John of England (12th Century)
Extent of education: Master's degree in physics, working on doctorate

PHYSICAL DESCRIPTION

Height: 6'
Weight: 190 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extensive training in hand-to-hand combat, as taught by Captain America; extensive swordsmanship skills
Special skills and abilities: Expert knowledge of horsemanship; familiarity with advanced technology; working knowledge of genetic engineering
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Body armor
Personal weaponry: The Ebony Sword, a blade forged from a meteorite by the wizard Merlin, endowed with a variety of properties by the combination of extraterrestrial metal and mystical enchantment, including indestructibility, the ability to cut through any substance

up to foot thick steel, the ability to deflect mystical energy and pierce mystical barriers, and the ability to form a mystical bond with its wielder which allows him (through arcane ritual) to transport himself across space and time if separated from the blade

Special weaponry: None

Other accessories: A variety of highly advanced technological instruments as needed

Transportation: Various, most frequently the winged steed Valinor

Design and manufacture of paraphernalia: The wizard Merlin

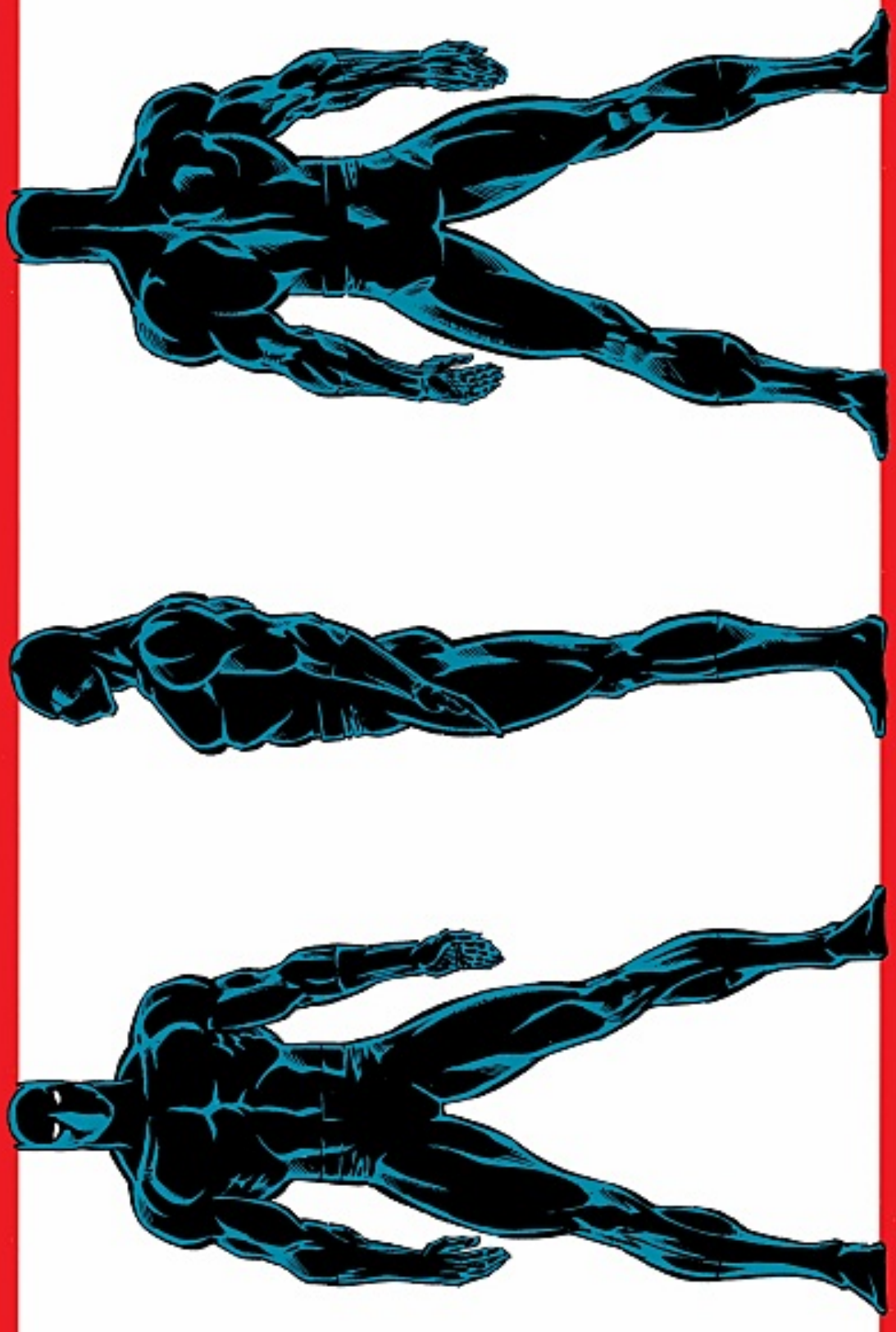
BIBLIOGRAPHY

First appearance: AVENGERS #47

Origin issue: AVENGERS #47-48

Significant issues: AVENGERS #47-48 (learned that uncle, Nathan Garrett, was Black Knight II; adopted identity of Black Knight III to atone for uncle's misdeeds; clashed with Avengers when mistook for his evil uncle); AVENGERS #54 (aided Avengers against Masters of Evil); MARVEL SUPER HEROES #17 (inherited Garrett Castle; traveled to England, first encountered spirit of Sir Percy of Scandia; acquired Ebony Sword); DOCTOR STRANGE Vol. 1 #178 (first encountered Doctor Strange, aided him against Tiboro); AVENGERS #71 (aided Avengers against Kang the Conquerer; officially joined the Avengers); DEFENDERS #4 (turned to stone by the Enchantress); DEFENDERS #11 (revealed that, when body was turned to stone, spirit flung back in time to 12th Century to inhabit body of ancestor Eobar Garrington; chose to remain in 12th Century); AVENGERS #225 (battled the Fomor alongside Avengers [who had traveled back to the 12th Century]; employed Evil Eye to seal portal between Earth and Avalon; returned to present day, body restored to normal); DOCTOR STRANGE Vol. 2 #68-69 (blood curse of Ebony Blade revealed; freed Sir Percy's spirit from the Earthly plane; blood curse of sword purged); AVENGERS #254 (resumed active duty with the Avengers); AVENGERS #273-277 (joined Avengers in battle against Masters of Evil IV); AVENGERS #293 (blood curse on Ebony Blade revived when Namor the Sub-Mariner used it to slay the mutated Marrina; as a result, the Black Knight's body began transforming into mystic metal); AVENGERS #294 (donned artificial exo-skeleton in order to retain mobility due to creeping paralysis due to blood curse; began having episodes of mental instability); AVENGERS #295 (blood curse made touching Black Knight draw blood); BLACK KNIGHT Vol.2 #1 (body of Dane Whitman possessed by spirit of Sir Percy of Scandia in order to arrest progress of blood curse); BLACK KNIGHT Vol.2 #4 (Dane Whitman returned to normal; spirit of Sir Percy merged with Ebony blade cancelling out blood curse)

BLACK PANTHER™



BLACK PANTHER

BIOGRAPHICAL DATA

Real name: T'Challa
Other current aliases: None
Former aliases: Luke Charles, the Black Leopard (alternate translation of his Wakandan title)
Dual identity: It is publicly known that T'Challa is the Black Panther, but not that he was Luke Charles.
Current occupation: Monarch of Wakanda, scientist
Former occupation: Schoolteacher
Citizenship: Wakanda
Legal status: No criminal record in Wakanda or other nations, except for Rudyarda; considered an outlaw in South Africa
Place of birth: Wakanda
Marital status: Engaged
Known relatives: T'Chaka (father, deceased), Ramonda (mother), Bashenga (first Black Panther, ancestor, deceased), Jakarra (half-brother, presumed deceased), Azzari the Wise (grandfather, deceased), Khanata, Joshua Itobo, Ishanta, Zuni (cousins)
Known confidants: Monica Lynne, Ramonda, Taku, W'Tabi, Mendiano the Elder, Bomvana Ndebele, Malaika, Dr. Tambak
Known allies: Captain America, the Fantastic Four, Daredevil, Iron Man, the Avengers
Major enemies: Klaw, Erik Killmonger, Madame Slay, Venomm, King Cadaver, Baron Macabre, Man-Ape, Solomon Prey, Sons of the Serpent, Anton Pretorius, Gore, Lord Karnaj, Malice I, Sombre, Salamander K'Ruel, Ku Klux Klan, Dragon Circle I, Jakarra, Kiber the Cruel, Supremacists, governments of South Africa, Azania, and Rudyarda
Usual base of operations: Wakanda
Former bases of operations: New York City
Current group membership: Avengers (reserve membership)
Former group membership: Avengers (active membership)
Extent of education: Ph. D in physics

POWERS AND ABILITIES

Height: 6'
Weight: 200 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

PHYSICAL DESCRIPTION

Intelligence: Genius
Strength: Peak human
Speed: Peak human
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Extraordinary hand-to-hand combatant, whose fighting style belongs to no known discipline
Special skills and abilities: Genius in physics and advanced technology; brilliant inventor; unusually (but not super-

humanly) acute senses, especially eyesight, nightvision, and sense of smell; highly accomplished hunter and tracker
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable. (However, the Black Panther's physical abilities have been enhanced to peak human levels through the use of sacred heart-shaped Wakandan herbs and through his mystical connection with the Wakandan Panther God.)

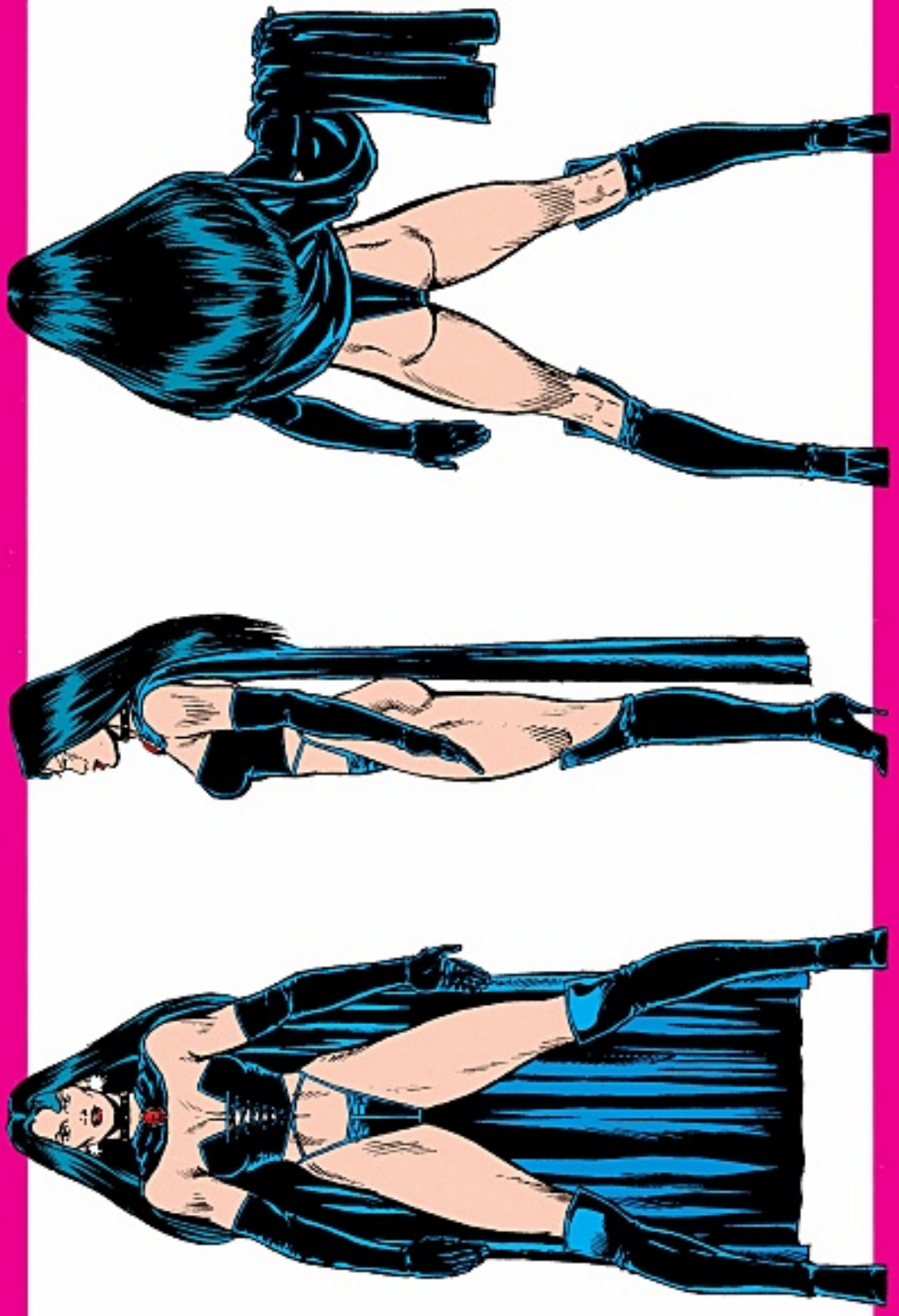
PARAPHERNALIA

Costume specifications: Sacred costume of the Wakandan Panther Cult
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Advanced Wakandan skycraft, including sonar gliders
Design and manufacture of paraphernalia: Wakandan technology

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #52
Origin issue: FANTASTIC FOUR #53
Significant issues: FANTASTIC FOUR #52 (first met Fantastic Four); FANTASTIC FOUR #53 (recounted murder of T'Chaka by Klaw, adult T'Challa, as Panther first battled Klaw); FANTASTIC FOUR ANNUAL #5 (aided Thing, Human Torch, and Inhumans Royal Family against Psycho-Man); TALES OF SUSPENSE #97-99, CAPTAIN AMERICA #100 (team-ed with Captain America against impostor posing as Baron Zemo I); AVENGERS #52 (joined Avengers); AVENGERS #61 (first battled Man-Ape); AVENGERS #73 (first met Monica Lynne); AVENGERS #74 (helped defeat Sons of the Serpent, revealed his true identity on American television); DAREDEVIL #69 (told Dare-devil he knew his secret identity); JUNGLE ACTION #6-17 (fought against Erik Killmonger's attempts to overthrow him); JUNGLE ACTION #19-24, MARVEL PREMIERE #51-53 (clashed with Ku Klux Klan and Dragon Circle I in America); BLACK PANTHER #1-7 (contended against the Collectors); BLACK PANTHER #10 (defeated Jakarra); BLACK PANTHER #12-13 (clashed with Kiber the Cruel); IRON MAN ANNUAL #5 (aided by Iron Man against Eric Killmonger zombie res-surected by the Mandarin); BLACK PANTHER Vol. 2 #1-4 (lost patronage of Pan-ther God, fought Azanian government and Supremacists, fought and reestablished connection with Panther God); MARVEL COMICS PRESENTS #13-37 (contended against South African authorities in search for his mother); BLACK PANTHER: PANTHER'S PREY #1-4 (battled Solomon Prey, became engaged to Monica Lynne)

BLACK QUEEN™



BLACK QUEEN

BIOGRAPHICAL DATA

Real name: Selene
Other current aliases: None
Former aliases: The Black Priestess
Dual identity: Secret, the general populace of earth is unaware of Selene's powers and history
Current occupation: Self-styled goddess
Former occupation: Unrevealed
Citizenship: Formerly, the Roman Republic, currently Nova Roma
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Widowed
Known relatives: Marcus Domitius Gallio (husband, deceased), Amara Aquilla (Magma, alleged descendant)
Known confidants: None
Known allies: Sebastian Shaw (ex-Black King, legally deceased), Friedrich von Roehm (deceased), Inner Circle of Hellfire Club, Gamesmaster
Major enemies: Magma, Phoenix II, the X-Men, New Mutants, Kulan Gath, Hulk
Usual base of operations: New York City
Former bases of operations: Nova Roma
Current group membership: None
Former group membership: The Lords Cardinal of the Inner Circle of the Hellfire Club
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 130 lbs.
Eyes: Red
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human, subsonic for short periods
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant with no apparent training
Special skills and abilities: Extensive knowledge of sorcery, fluent in both English and Latin
Superhuman physical powers: Aside from the above listed attributes, Selene has an immunity to aging as long as she maintains her supply of life force that she drains from human victims. Fast healing ability enables her to endure injuries (within unknown limits) without lasting harm or even feeling pain.
Superhuman mental powers: "Psychic vampirism" ability enabling her to sustain herself by psionically draining the life force of other human beings into herself.

If she drains a person's entire life force, the victim dies and the victim's body crumbles to dust. If Selene drains the victim's life force partially, she achieves a measure of psychic control over her victim's mind. Through unknown means Selene can also cause a human being to become a psychic vampire like herself, but be subordinate to Selene's own will. Selene also has telekinetic abilities that give her complete psionic control over inanimate objects and fire. She can cause inanimate objects to move according to her will by projecting part of her absorbed life force into them. She can cause inanimate objects in her presence to disintegrate. She has the ability to induce a momentary hypnotic trance in people around her; she can seem to disappear by inducing such a trance in witnesses and then leaving at superhuman speed before they recover. Selene also possesses considerable magical abilities, enabling her to cast and counteract spells.

Note: Selene is not a true "vampire" like Dracula or a "living vampire" like Morbius.

Special limitations: It is not known how often Selene must drain a human's life force in order to survive. Great expenditure of power causes Selene to age rapidly, but she can rejuvenate herself by absorbing more life force.

Source of superhuman powers: Genetic mutation and the manipulation of the forces of magic

PARAPHERNALIA

Costume specifications: Synthetic and ordinary fabric styled in a late 18th century English motif

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Various vehicles of the Hellfire Club

Design and manufacture of paraphernalia: Unrevealed

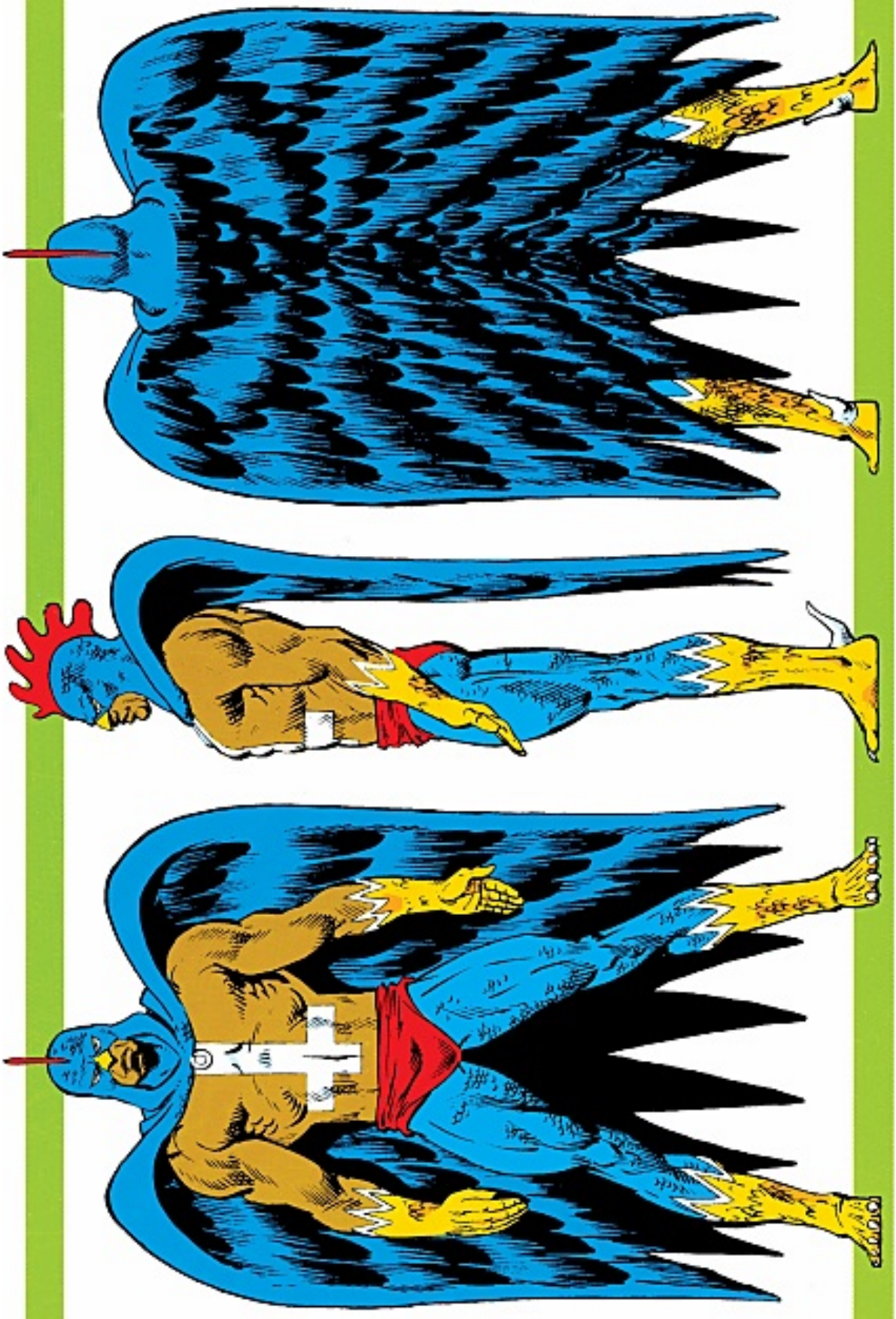
BIBLIOGRAPHY

First appearance: NEW MUTANTS #9

Origin issue: Selene's origin is as yet unrevealed.

Significant issues: NEW MUTANTS #10-11 (in Nova Roma, attempted to kill Amara Aquilla; knocked her into lava pool, thereby releasing her latent mutant powers as Magma; fought and defeated Magma, plotted to turn Dani Moonstar into psychic vampire and conquer the world, fought New Mutants, cast into lava and buried alive); UNCANNY X-MEN #183-184 (nearly seduced and attacked Juggernaut in New York City; attacked Phoenix II, fought X-Men); UNCANNY X-MEN #189-191 (became Black Queen of the Hellfire Club; captured by ancient enemy Kulan Gath); UNCANNY X-MEN #283 (revealed to be manipulating power struggle in Hellfire Club)

BLACK TALON™



BLACK TALON

BIOGRAPHICAL DATA

Real name: (I) Desmond Drew, (II) Unrevealed
Other current aliases: (II) None
Former aliases : (I, II) None
Dual identity: (I, II) Secret
Occupation at time of death: (I) Millionaire, cult leader
Current occupation: (II) Cult leader, professional criminal
Former occupation: (II) Unrevealed
Citizenship: (I, II) United States of America
Legal status: (I, II) No criminal record
Place of birth: (I, II) Unrevealed
Place of death: (I) New Orleans
Cause of death: (I) Beaten to death by his own cultists
Marital status: (I, II) Unrevealed
Known relatives: (I) Mama Limbo (mother, deceased), (II) None
Known confidants: (I, II)None
Known allies: (I) Mama Limbo, (II) Grim Reaper, Lethal Legion II (Ultron, Nekra, Goliath IV, Man-Ape)
Major enemies: (I) Brother Voodoo, (II) Avengers, Vision, Scarlet Witch, Wonder Man
Usual base of operations: (I) New Orleans area, (II) Mobile
Former bases of operations: (I, (I) None, (II) New Orleans Area
Current group membership: (II) None
Former group membership: (I) None (II) Lethal Legion II
Extent of education: (I, II) Unrevealed

PHYSICAL DESCRIPTION

Height: (I) 6', (II) 6' 2"
Weight: (I) 180 lbs., (II) 240 lbs.
Eyes: (I, II) Brown
Hair: (I, II) Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: (I, II) Normal
Strength: (I, II) Normal
Stamina: (I, II) Normal
Durability: (I, II) Normal
Agility: (I, II) Normal
Reflexes: (I, II) Normal
Fighting skills: Basic hand-to-hand combat skills
Special skills and abilities: (I, II) Unrevealed
Superhuman physical powers: Ability to manipulate voodoo magical forces for various effects, principally the creation of zombies
Superhuman mental powers: Ability to

control zombies of his creation either vocally or telepathically

Special limitations: Black Talon cannot communicate with his zombies telepathically when they are not in his immediate vicinity.

Source of superhuman powers: Manipulation of the forces of voodoo magic

PARAPHERNALIA

Costume specifications: Ordinary fabric

Personal weaponry: Razor-sharp taloned gloves and boots, ceremonial dagger

Special weaponry: None

Other accessories: Trappings of various voodoo rituals

Transportation: Various

Design and manufacture of paraphernalia: The Black Talon

BIBLIOGRAPHY

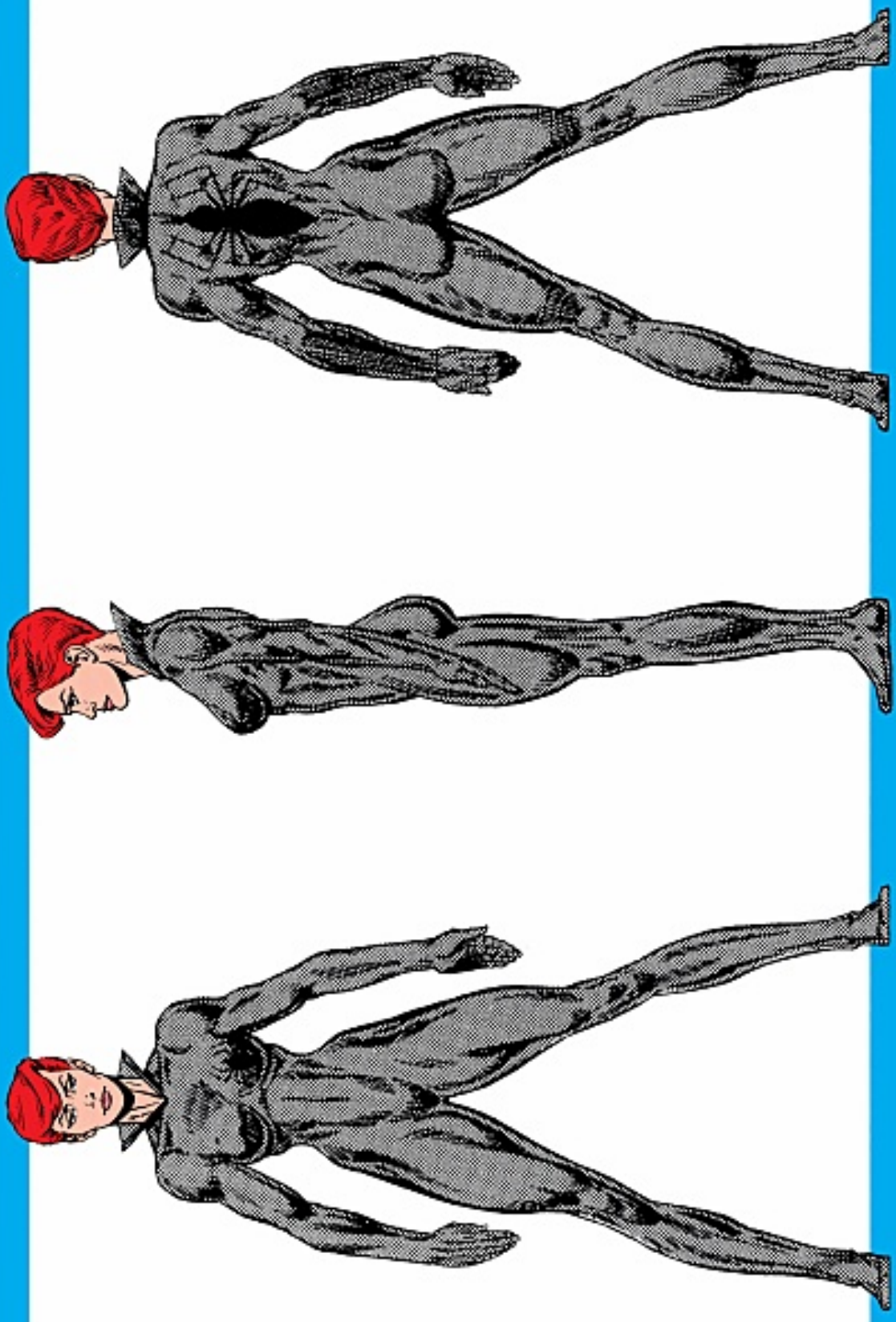
First appearance: (I) STRANGE TALES Vol. 1 #173, (II) AVENGERS #152

Origin issue: Neither Black Talon's origin has yet been revealed.

Significant issues: (I) STRANGE TALES Vol. 1 #172-173 (posed as a "living loa" to carry out plans of Mama Limbo, battled Brother Voodoo); TALES OF THE ZOMBIE #6 (exposed as an impostor, killed by his own followers); (II) AVENGERS #152 (resurrected Wonder Man as a zombie at behest of the Grim Reaper, sent him to attack the Avengers, battled Avengers, defeated by the Scarlet Witch); VISION & SCARLET WITCH Vol. 2 #1 (joined Lethal Legion II; with Grim Reaper and Nekra, battled the Vision and Scarlet Witch); WEST COAST AVENGERS Vol. 2 #2 (under Grim Reaper's orders, attempted recreation of "Simon Williams" as a zombie); VISION & SCARLET WITCH Vol. 2 #2 (with Man-Ape, deserted Lethal Legion during battle with West Coast Avengers)

Note: The Black Talon's voodoo rites were later used by Nekra on two occasions to resurrect the Grim Reaper as a zombie, in VISION & SCARLET WITCH Vol. 2 #12 and AVENGERS WEST COAST #65.

BLACK WIDOW™



BLACK WIDOW

BIOGRAPHICAL DATA

Real name: Natalia "Natasha" Alianovna Romanova
Other current aliases: Natasha Romanoff
Former aliases: Natalia Shostakova, Nancy Rushman, Laura Matthers, Oktober
Dual identity: Publicly known
Current Occupation: Adventurer
Former occupation: Ballerina, intelligence operative
Citizenship: Former Union of Soviet Socialist Republics, resident in United States of America under extended visa authorized by SHIELD
Legal status: Criminal record for espionage in the United States, granted amnesty through intervention of SHIELD
Place of birth: Stalingrad, former U.S.S.R.
Marital status: Widowed
Known relatives: Unnamed parents (presumed deceased), Alexi Shostakov (Red Guardian I, husband, deceased)
Known confidants: Ivan Petrovich, Hawkeye, Daredevil, Nick Fury, Captain America; (former) Oksana Bolishinko, Alexi Shostakov (deceased), Irma Klausvichnova (deceased), Michael Corcoran (deceased)
Known allies: Ivan Petrovich, Hawkeye, the Avengers, Nick Fury, SHIELD, Daredevil, Spider-Man, Shanna the She-Devil, the Champions of Los Angeles (Hercules, Angel [Archangel], Iceman, Ghost Rider I, Darkstar), Black Goliath (Giant-Man II), Diamondback II, Wolverine, (former) Danny French (deceased), Boris Turgenov (deceased), Swordsman I (deceased), Power Man I (Goliath IV)
Major enemies: Viper II, Silver Samurai, Boomerang, Bullseye II, the Owl, Damon Dran, Snapdragon, the Hand, HYDRA, AIM, (former) Iron Man I, the Avengers, the KGB, Mandrill (deceased), Nekra (deceased), Black Spectre I
Usual base of operations: Avengers mansion, New York City
Former bases of operations: Mobile
Current group membership: Avengers
Former group membership: SHIELD, Lady Liberators, Champions of Los Angeles
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 5' 7"
Weight: 131 lbs.
Eyes: Blue
Hair: Red-auburn (formerly dyed black)
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Master of martial arts,

including karate, judo, aikido, savate, various styles of kung fu, and boxing; highly skilled in combat gymnastics
Special skills and abilities: Olympic level athlete, professional gymnast, accomplished ballerina, extensive training and experience in various espionage skills
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric equipped with micro-suction cups on fingers and feet, enabling her to adhere to walls and ceilings
Personal weaponry: Wrist-bracelet cartridges containing the following devices: "widow's line" (spring-loaded cable capable of shooting a hooked wire 100 feet, used for swinging), "widow's bite" (capable of emitting 30,000 volt electrostatic charge at a distance of 10 feet), tear gas pellets
Special weaponry: Belt of metallic disc-charges containing plastic explosive
Other accessories: Radio-transmitter (contained in wrists-bracelets)
Transportation: Conventional means, Avengers quinjet, "widow's line"
Design and manufacture of paraphernalia: Soviet scientists and technicians with later improvements by SHIELD scientists and technicians

BIBLIOGRAPHY

First appearance: TALES OF SUSPENSE #52
Origin issue: AVENGERS #44, DAREDEVIL #88
Significant issues: TALES OF SUSPENSE #52-53 (sent to America to assassinate Prof. Anton Vanko, battled Iron Man I); TALES OF SUSPENSE #57 (first met Hawkeye, set him against Iron Man I); TALES OF SUSPENSE #60 (with Hawkeye, battled Iron Man I); AVENGERS #16 (attempted to defect from Soviet Union, wounded by KGB); AVENGERS #29-30 (briefly brainwashed by KGB, with Power Man I and Swordsman I, battled the Avengers); AVENGERS #38-44 (sent on secret SHIELD mission to China by Nick Fury; with Avengers, battled Col. Ling, Gen Brushov, and Red Guardian II); DAREDEVIL#81 (began partnership with Daredevil); AVENGERS #111-112 (with Daredevil and Avengers, battled Magneto, joined Avengers; helped battle Lion-God, quit Avengers); DAREDEVIL #124 (ended partnership with Daredevil); CHAMPIONS #1-3 (helped form Champions of Los Angeles, battled Pluto, Ares, and Hippolyta); COLDEST WAR GRAPHIC NOVEL (battled Red Guardian V and renegade KGB agents); UNCANNY X-MEN #268 (alongside Wolverine, Psylocke, and Jubilee, battled the Hand; revealed to have been saved from the Hand by Wolverine and Captain America in 1941 Madripoor)

BLACKHEART™

BLACKHEART

BIOGRAPHICAL DATA

Real name: Blackheart
Other current aliases: None
Former aliases : None
Dual identity: None; the general populace of Earth is unaware of Blackheart's existence
Current occupation: Agent of Mephisto
Former occupation: None
Citizenship: An extradimensional land of the dead ruled by Mephisto
Legal status: None on Earth
Place of birth: Christ's Crown, New York
Marital status: Unrevealed
Known relatives: Mephisto ("father"), Daimon Hellstrom (Hellstorm, "brother"), Satana Hellstrom ("sister", deceased), Mephista ("sister"), Patsy Walker Baxter Hellstrom (Hellcat, "sister-in-law"), Malevolence ("sister" in alternate future)
Known confidants: None
Known allies: Mephisto, the Grim Reaper
Major enemies: Daredevil, Spider-Man, Gorgon, Karnak, the Silver Surfer, Ghost Rider II, the Punisher, Wolverine, Wonder Man
Usual base of operations: An extradimensional land of the dead
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: 6' 4" (variable)
Weight: 290 lbs. (variable)
Eyes: Red (no visible pupils or irises)
Hair: Black
Other distinguishing features: Blackheart usually appears as an entirely black, spine-covered humanoid creature with a 3' prehensile tail, although he is capable of altering his appearance and taking on human form. Blackheart gives off an unpleasant burning odor mixed with the scent of roses and possesses no discernable heartbeat.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Enhanced human
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Formidable untrained hand-to-hand combatant
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, inherent supernatural powers including the ability to survive without food, water, or sleep, levitation, interdimensional teleportation, size transformations, physical malleability, and energy manifestations including powerful concussive blasts of black energy
Superhuman mental powers: None known
Special limitations: None known

Source of superhuman powers: Creation as demonic entity by Mephisto

PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Interdimensional teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: DAREDEVIL #270
Origin issue: DAREDEVIL #270
Significant issues: DAREDEVIL #270 (created by Mephisto; battled Daredevil and Spider-Man); DAREDEVIL #278-282 (alongside Mephisto, battled Daredevil, Gorgon, Karnak, Number 9, and Silver Surfer); HEART OF DARKNESS (sent to earth with diminished powers by Mephisto to learn humility; battled Ghost Rider II, the Punisher, and Wolverine); WONDER MAN #22 (alongside the Grim Reaper, brought Wonder Man to Mephisto's realm to battle Mephisto)

BLACKLASH™

BLACKLASH

BIOGRAPHICAL DATA

Real name: Mark Scarlotti
Other current aliases: None
Former aliases : Whiplash I, Mark Scott
Dual identity: Publicly known
Current occupation: Professional criminal, employee of Justin Hammer
Former occupation: Weapons designer and special agent for the Maggia, head of research for Stark International Cincinnati
Citizenship: United States of America
Legal status: Criminal record in the United States
Place of birth: Cleveland, Ohio
Marital status: Single
Known relatives: Anthony Scarlotti (father), Barbara Scarlotti (mother)
Known confidants: None
Known allies: Melter (deceased), Man-Bull, Justin Hammer, Blizzard I, B-Team (Beetle, Blizzard II, Boomerang), Rhino
Major enemies: Iron Man, Spider-Man
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: Justin Hammer's costumed operatives
Former group membership: Maggia, Death Squad, Justin Hammer's B-Team
Extent of education: College degree in engineering

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 215 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Expert with whip and nunchakus, moderate experience in hand-to-hand combat
Special skills: Research engineer, weapons design specialist
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Bulletproof fabric
Personal weaponry: Two cybernetically-controlled whips (can be converted to nunchakus or vaulting poles)
Special weaponry: Anti-gravity bolas, necro-lash (releases electrical energy generated by gauntlets), other devices in weapons pouch
Other accessories: None
Transportation: Various vehicles supplied by Justin Hammer

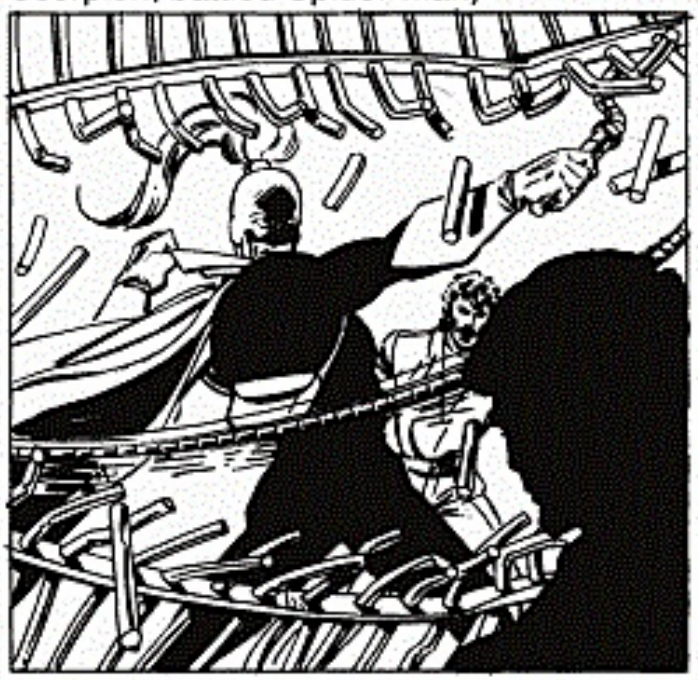
Design and manufacture of paraphernalia: Mark Scarlotti

BIBLIOGRAPHY

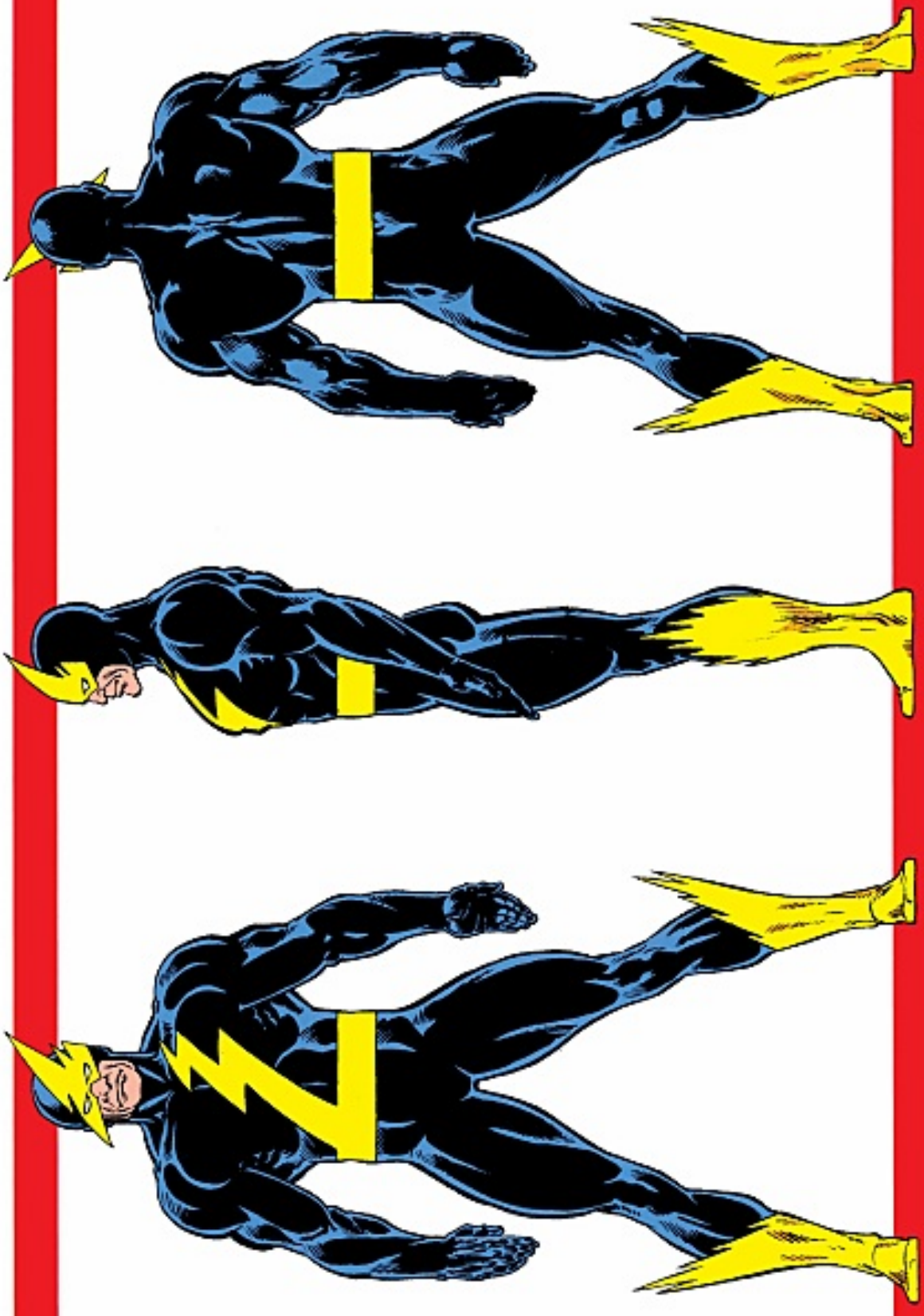
First appearance: TALES OF SUSPENSE #97

Origin issue: Blacklash's origin has not yet been revealed.

Significant issues: TALES OF SUSPENSE #97-99/IRON MAN & SUB-MARINER #1/IRON MAN #1 (as Whiplash battled Iron Man on behalf of the Maggia, battled AIM agents attacking Maggia gambling ship); IRON MAN #62 (worked undercover as research head at Stark International Cincinnati, battled Iron Man, quit Maggia); IRON MAN #72 (with Melter and Man-Bull, entered "super-villain war" to win Black Lama's Golden Globe of Power, defeated by Iron Man); MARVEL TEAM-UP #72 (rejoined Maggia, battled Spider-Man and Iron Man in New Jersey, defeated by the Wraith); IRON MAN #123-124 (employed by Justin Hammer, with Melter and Blizzard, attempted robbery of Atlantic City casino, battled Iron Man); IRON MAN #126-127 (released from prison by Hammer, battled Iron Man as one of Hammer's costumed operatives); IRON MAN #146-147 (financed by Hammer, improved weaponry; as Blacklash, attempted assassination of Vic Martinelli for Maggia, defeated by Iron Man); MARVEL TWO-IN-ONE #96 (among criminals attacking recuperating Thing at New York hospital); MARVEL TEAM-UP #145 (diagnosed as manic-depressive by prison psychiatrists, returned to hometown of Cleveland, attempted assassination for Maggia, foiled by Spider-Man and Iron Man II); CAPTAIN AMERICA #319 (committed robberies, apprehended by Captain America); IRON MAN #223-224 (employed by Hammer, with Beetle, and Blizzard II, attempted assassination of former agent Force; battled Iron Man, Force, and Jim Rhodes); IRON MAN #239-240 (employed by Hammer, with Boomerang and Blizzard II, attempted to stop industrial sabotage by the Ghost, then sent to team with Iron Man and Jim Rhodes against the Ghost, turned against Iron Man); AMAZING SPIDER-MAN #319 (with Rhino, sent by Hammer to deal with rogue agent Scorpion; battled Spider-Man)



BLACKOUT I™



BLACKOUT I

BIOGRAPHICAL DATA

Real name: Marcus Daniels
Aliases at time of death: None
Former aliases : None
Dual identity: Publicly known
Occupation at time of death: Professional criminal
Former occupation: Research assistant
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Flushing, New York City
Place of death: Avengers Mansion, Manhattan, New York City
Cause of death: Cerebral hemorrhage due to strain of resisting mental commands from Baron Zemo II that were psionically amplified by circuitry created by Fixer II
Marital status: Single
Known relatives: None
Known confidants: Moonstone II
Known allies: Moonstone II, Electro, Rhino, Masters of Evil IV, (former) Baron Zemo II
Major enemies: Avengers, Nova I, Dazzler, Inhumans, Baron Zemo II
Base of operations at time of death: Avengers Mansion, Manhattan, New York City
Former base of operations: New York City area; Project Pegasus, upstate New York
Group membership at time of death: Masters of Evil IV
Former group membership: None
Extent of education: Masters degree in physics

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 180 lbs.
Eyes: Gray
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Flight speed: Natural winged flight (using Darkforce constructs)
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Poor hand-to-hand combatant, no combat training, relied on superhuman powers in battle
Special skills and abilities: Trained in physics, especially study of radiation
Superhuman physical powers: Ability to tap and manipulate the Darkforce, a black form of extradimensional energy. Could project Darkforce as concussive energy with tremendous force. Could create solid objects with simple geometrical forms (discs, cubes cylinders, planes, etc.) from Darkforce. Such Darkforce objects absorbed energy directed against them. (The Darkforce wall Blackout I created around

Avengers Mansion was proof against even bazooka fire.) These objects would remain solid as long as he exerted conscious control over them; otherwise they would lose solidity after about five minutes and dissipate in about two more minutes.

Superhuman mental powers: Blackout I could mentally open apertures into the Darkforce dimension. He could mentally control his Darkforce objects within a range of about 1000 feet from himself. He could psionically levitate his Darkforce constructs.

Special limitations: Blackout I was mentally unstable due to a period spent in the Darkforce Dimension. Towards the end of his life Blackout I was sometimes in a nearly catatonic state. His control over the Darkforce was dependent upon his mental clarity, and would weaken when he was fatigued. Originally, he could only manipulate the Darkforce at peak exertion for up to an hour before fatigue began to impair his performance. After training with Moonstone II, Blackout I could maintain his Darkforce constructs for a considerably longer (but undefined) period of time

Source of superhuman powers: Mutagenic reaction to exposure to an unknown form of cosmic radiation

PARAPHERNALIA

Costume specifications: Unspecified materials and circuitry that helped Blackout I confine the Darkforce within his body

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Flight via Darkforce objects

Design and manufacture of paraphernalia: Dr. Abner Croft

BIBLIOGRAPHY

First appearance: NOVA #19

Origin issue: NOVA #19

Significant issues: NOVA #19 (gained superhuman powers, turned criminal, fought Nova I, became trapped in Darkforce Dimension); AVENGERS #236-238 (escaped cell in Project: Pegasus, freed fellow inmates Moonstone II, Electro, and Rhino; battled Avengers: escaped Project with Moonstone II; fled from Avengers into Darkforce Dimension with her); DAZZLER #32 (escaped Darkforce Dimension with Moonstone II to Earth's moon, was defeated with her by Dazzler and Inhumans); AVENGERS #273-277 (freed from Project: Pegasus by Baron Zemo II and Moonstone II, joined Zemo's Masters of Evil IV, surrounded Avengers Mansion with Darkforce barricade, died in attempt to resist Zemo's psionic commands)

BLACKOUT II™

BLACKOUT II

BIOGRAPHICAL DATA

Real name: Unrevealed
Other aliases at time of apparent death: None
Former aliases : None known
Dual identity: Secret
Occupation at time of apparent death: Assassin, follower of Lilith II
Former occupation: Enforcer, professional criminal, serial killer
Citizenship: Unrevealed
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Place of apparent death: Greenland
Cause of apparent death: Impaled through the eye by Blade
Marital status: Presumed single
Known relatives: Lilith II (alleged grandmother), the Lilin (children of alleged grandmother)
Known confidants: None
Known allies: Lilith II, the Lilin (Pilgrim, Creed, Meatmarket, Nakota, Doc, Fang); (former) Deathwatch (deceased), Hag, Troll, Mr. Stern, the Firm
Major enemies: Ghost Rider II, Kingpin I, John Blaze, HEART, the Morlocks, Mr. Stern, the Firm, Morbius, the Nightstalkers, the Darkhold Redeemers, Dr. Strange
Base of operations at time of apparent death: New York area
Former base of operations: International Contractors Unlimited offices, New York
Group membership at time of apparent death: The Lilin
Former group membership: Operative of Deathwatch
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 230 lbs.
Eyes: Red
Hair: White
Other distinguishing features: Blackout II has chalk-white skin, prominent sharpened mechanical teeth (fangs), razor-sharp metal fingernails, and long hair worn in two long braids. The left half of his face was horribly scarred in a battle with Ghost Rider II and his entire face further scarred in a battle with Ghost Rider II and John Blaze.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Highly experienced hand-to-hand combatant, superior acrobat and wrestler
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, the ability to see in near darkness.
Superhuman mental powers: Psionic

ability to extinguish both natural and artificial light sources in his immediate vicinity
Special limitations: Blackout II's skin is highly sensitive to light.
Source of superhuman powers: Hybrid physiology due to semi-demonic ancestry (Blackout II is apparently descended from both human and demonic ancestors)

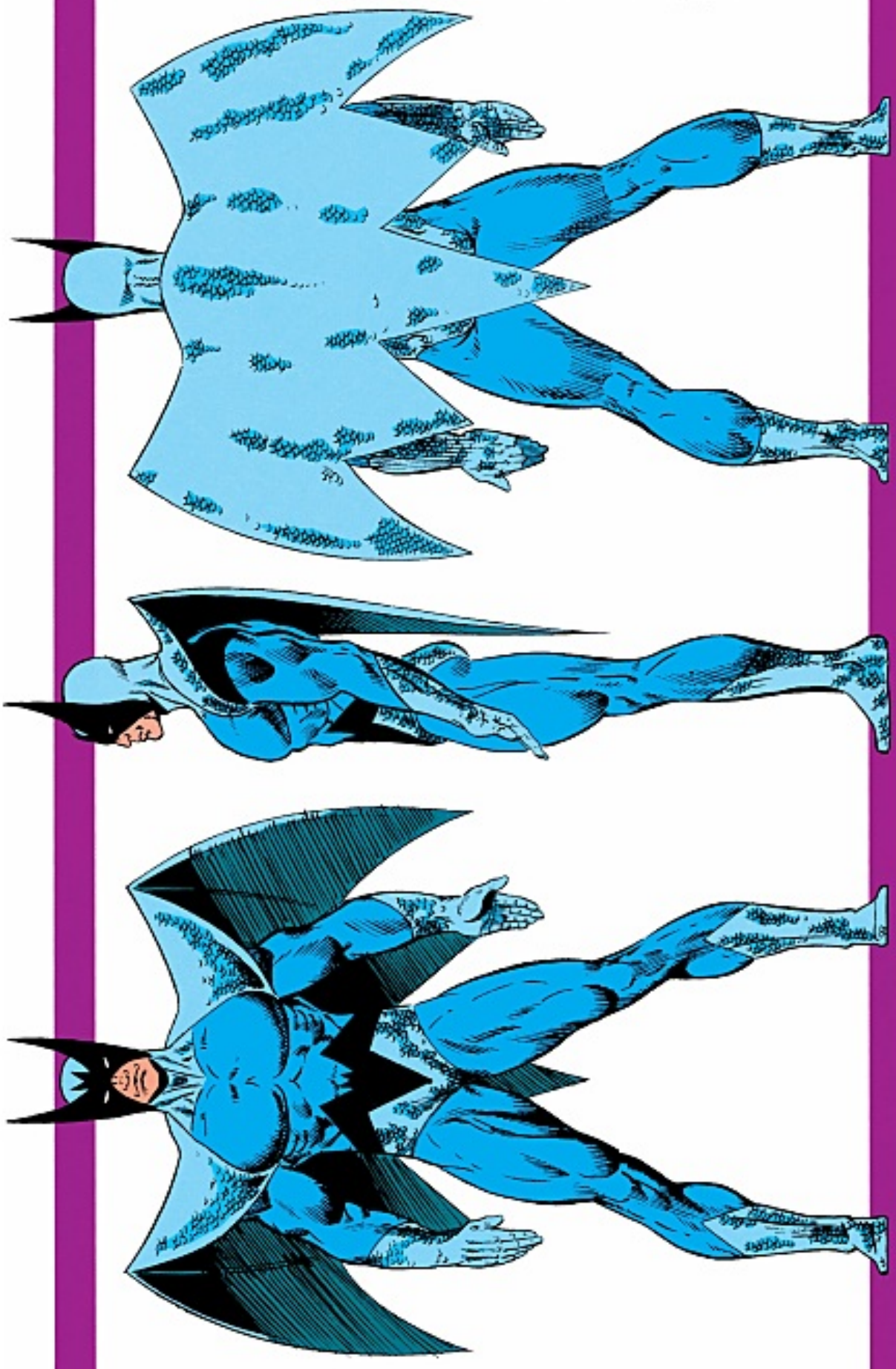
PARAPHERNALIA

Costume specifications: Conventional fabrics and leather
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Teleportation via Pilgrim's powers or conventional means
Design and manufacture of paraphernalia: Commercial manufacturers

BIBLIOGRAPHY

First appearance: GHOST RIDER Vol. 2 #2
Origin issue: Blackout II's origin is as yet unrevealed.
Significant issues: GHOST RIDER Vol. 2 #2 (searching for stolen biotoxin canisters on Deathwatch's orders, murdered detective Frank Lorretti and his family, murdered Ralph D'Amato's parents, battled Ghost Rider II); GHOST RIDER Vol. 2 #3 (alongside Deathwatch, attacked 75th Precinct police station, murdered police officers, stole biotoxin canisters, abducted Paulie Stratton and the Cypress Hill Jokers, battled the Kingpin's men; battled Ghost Rider II, face disfigured by combination of biotoxins and mystic hellfire); GHOST RIDER Vol. 2 #7 (learned Ghost Rider II's identity as Dan Ketch, murdered comatose Barbara Ketch); GHOST RIDER Vol. 2 #8 (murdered newspaper vendor Theodore Larsen and Father Michael McDonald, acquaintances of Dan Ketch); GHOST RIDER Vol. 2 #9 (stalked Ghost Rider II, encountered HEART, menaced Morlock children, murdered the Morlock Pixie, battled Ghost Rider II); GHOST RIDER Vol. 2 #14-15 (murdered sewer workers; battled Ghost Rider II, John Blaze, and HEART; face further disfigured by Hellfire from Blaze's gun, captured by police); GHOST RIDER Vol. 2 #25 (freed by the Firm, abducted Dan Ketch's mother and friends, seemingly murdered Dan Ketch, battled Ghost Rider II; with Mr. Stern, captured by Ghost Rider II and sealed in mausoleum); GHOST RIDER Vol. 2 #28 (with Mr. Stern, escaped mausoleum; experienced vision of Lilith II); SPIRITS OF VENGEANCE #1 (joined forces with Lilith II and the Lilin; alongside Creed and Pilgrim, abducted John Blaze's son, battled Ghost Rider II and John Blaze); GHOST RIDER Vol. 2 #31 (alongside Lilith II and the Lilin, battled Ghost Rider II, John Blaze, Morbius, the Nightstalkers, and the Darkhold Redeemers; seemingly killed by Blade)

BLACKWING™



BLACKWING

BIOGRAPHICAL DATA

Real name: Joseph Manfredi
Other current aliases: Guiseppi Manfredi, Joe Silvermane
Former aliases: None
Dual identity: Known to the federal authorities
Current Occupation: Operative of the Red Skull
Former occupation: Circus performer, HYDRA Division Leader
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Orlando, Florida
Marital status: Unrevealed
Known relatives: Silvio Manfredi (Silvermane, father, legally deceased), Caterina Manfredi (mother, deceased)
Known confidants: Jack O'Lantern II, (former) Silvermane
Known allies: Red Skull, Skeleton Crew (Crossbones, Jack O'Lantern II, Mother Night, Machinesmith), (former) Cutthroat (deceased)
Major enemies: Daredevil, Black Widow, Nick Fury, SHIELD, the Maggia, Captain America, Diamondback II, the Falcon
Usual base of operations: Red Skull's lodge in the Rocky Mountains
Former bases of operations: HYDRA base under Shea Stadium, New York City
Current group membership: Skeleton Crew
Former group membership: Circus of Crime, HYDRA
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 190 lbs
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Directed motion hovering
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: Expert trainer of bats, with which he has a highly developed empathic rapport; skilled marksman
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

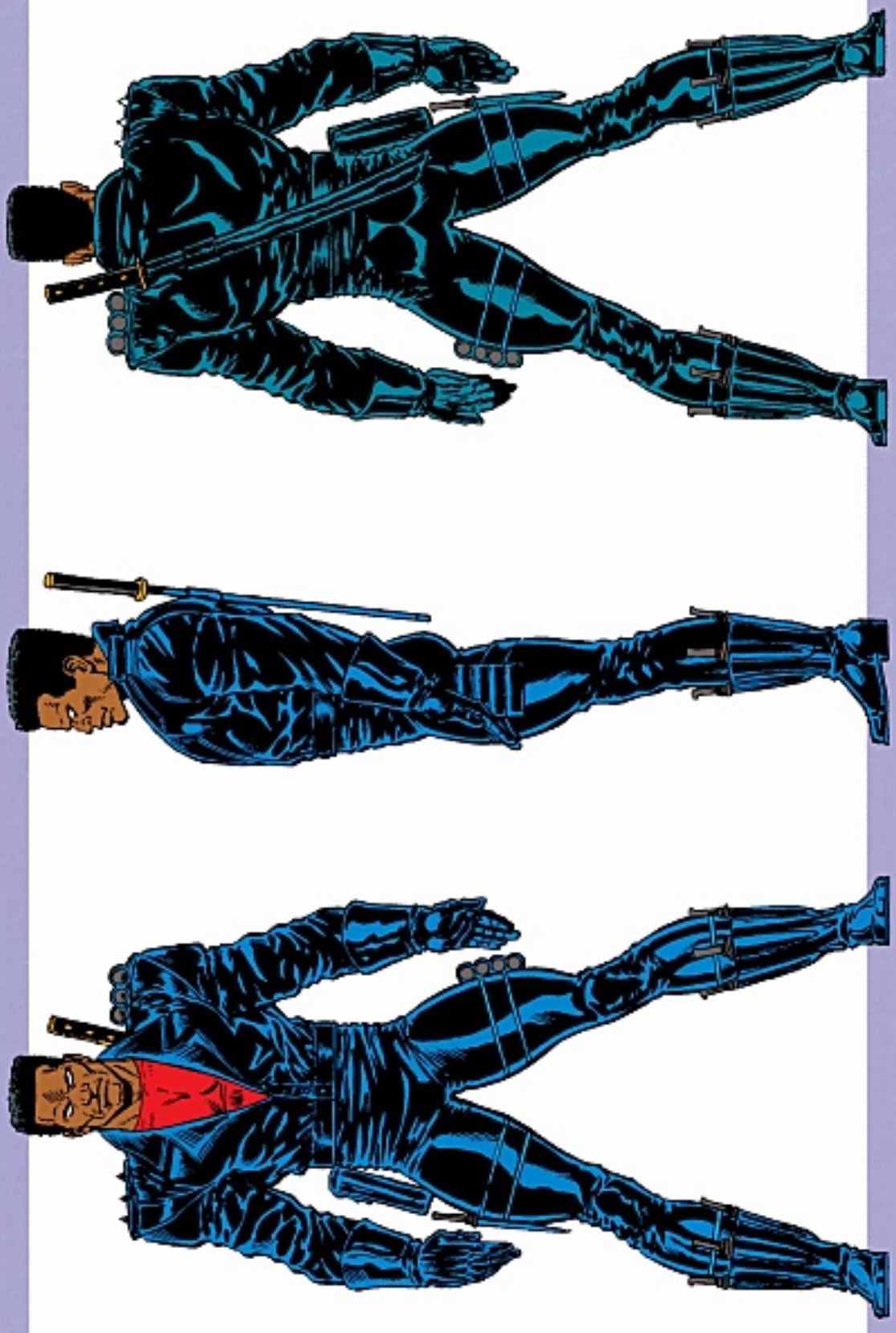
Costume specifications: Synthetic stretch fabric over chain mail body armor
Personal weaponry: None

Special weaponry: None
Other accessories: Specially mutated bats bred for abnormal strength, size, and intelligence; unknown devices in his costume which give him the power of flight for short distances
Transportation: Flight under own power; one-man hovercraft supplied by Red Skull
Design and manufacture of paraphernalia: Unrevealed
Note: It is not known whether Blackwing himself mutated by his special bats or designed the devices in his costume which allow him to fly.

BIBLIOGRAPHY

First appearance: DAREDEVIL #118
Origin issue: Blackwing's origin is as yet unrevealed.
Significant issues: DAREDEVIL #118 (alongside the Circus of Crime, battled Daredevil); DAREDEVIL #122-123 (alongside Silvermane's HYDRA, battled Daredevil, Black Widow, Nick Fury, and SHIELD I); CAPTAIN AMERICA #396-397 (alongside Jack O'Lantern II, searched Skullhouse, first battled Captain America); CAPTAIN AMERICA #398 (with Jack O'Lantern II, admitted as provisional members of Red Skull's Skeleton Crew); CAPTAIN AMERICA #405-408 (alongside Cutthroat and Jack O'Lantern II, fought Crossbones and Diamondback II, captured Diamondback II); CAPTAIN AMERICA #409 (battled escaping Diamondback II); CAPTAIN AMERICA #410 (alongside Skeleton Crew, battled Captain America, Diamondback II, and the Falcon; defeated in combat by Falcon, taken to the Vault)

BLADE™



BLADE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None known
Dual identity: None
Current occupation: Private detective, occult investigator
Former occupation: Vampire hunter
Citizenship: Unrevealed
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: Unnamed mother (deceased)
Known confidants: Safron Caulder
Known allies: Frank Drake, Hannibal King, Doctor Strange, Musenda, Lady Vanity, Dai Thomas, Kate Fraser, (former) Quincy Harker (deceased), Rachel Van Helsing (deceased), Taj Nital, Harold H. Harold (deceased), Orji Jones (deceased), Azu M'Dammen (deceased), Ogun Strong (deceased)
Major enemies: Dracula, the Darkholders, Lilith II, the Lilin, Meatmarket, Ghost Rider II, John Blaze, Morbius, HYDRA DOA; (former) Deacon Frost (deceased), the Legion of the Dead (all deceased), Dr. Sun (deceased)
Usual base of operations: Mobile
Former base of operations: London, England; Boston, Massachusetts
Current group membership: Nightstalkers (Borderline Investigations)
Former group membership: Leader of a band of vampire hunters, ally of Quincy harker's band of vampire hunters; partner in King, Drake, and Blade (private investigations firm)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 180 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Skilled streetfighter, good hand-to-hand combatant, adept in the usage of throwing knives
Special skills and abilities: Highly knowledgeable about vampire lore
Superhuman physical powers: Immunity to the supernatural effects of vampire bites
Superhuman mental powers: Preternatural sense of the supernatural
Special limitations: None
Source of superhuman powers: An enzyme in his blood stream resultant from his mother's being bitten by a vampire

while giving birth to him.

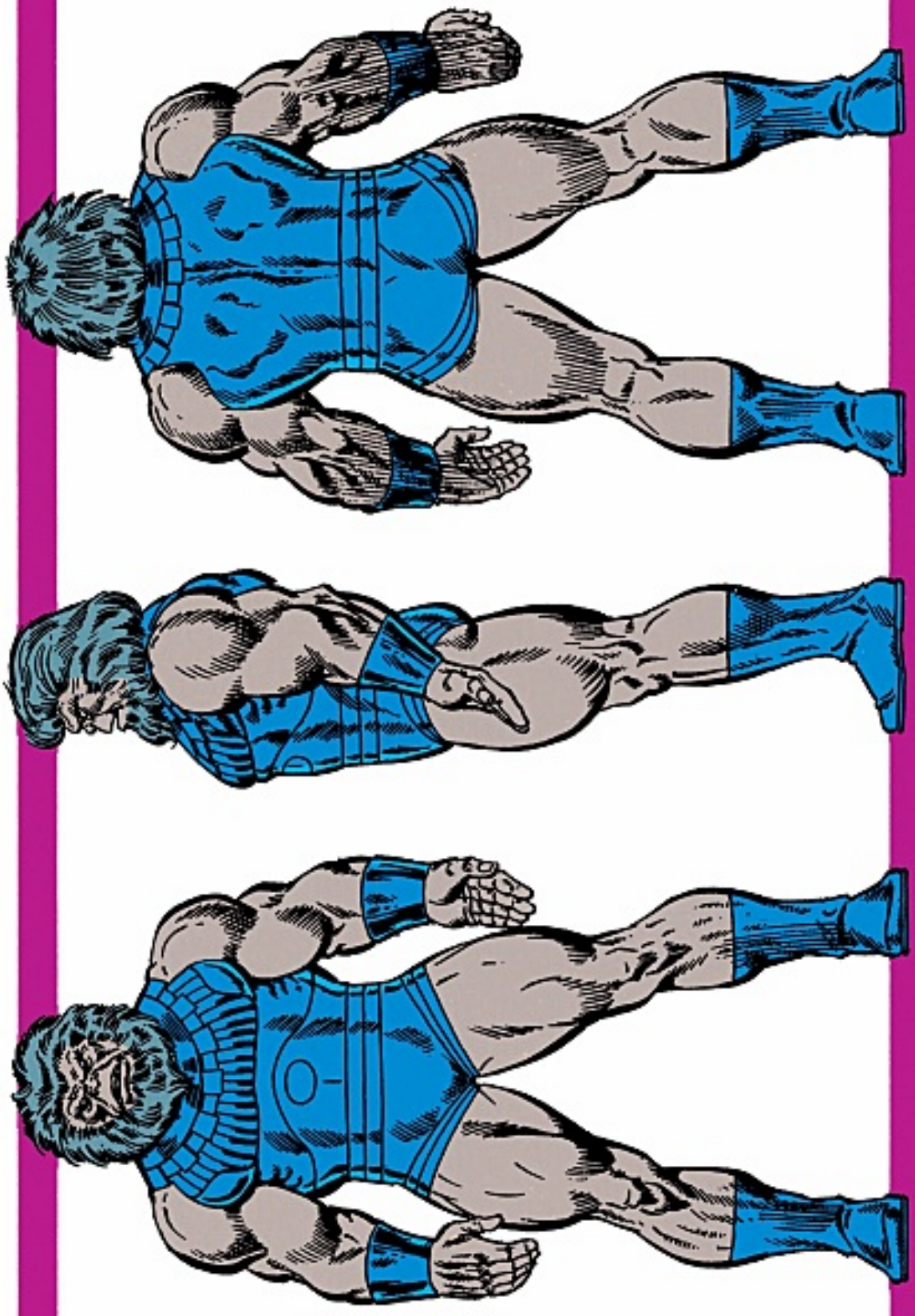
PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: A number of teakwood throwing knives carried on a bandolier and a sword
Special weaponry: None
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: Orji Jones and Blade

BIBLIOGRAPHY

First appearance: TOMB OF DRACULA Vol. 1 #10
Origin issue: TOMB OF DRACULA Vol. 1 #13, 30
Significant issues: TOMB OF DRACULA Vol. 1 #10 (first battled Dracula); TOMB OF DRACULA Vol. 1 #12-14 (first battled Dracula alongside Quincy Harker, Rachel Van Helsing, Frank Drake, and Taj Nital); TOMB OF DRACULA Vol. 1 #17 (bitten by Dracula); TOMB OF DRACULA Vol. 1 #19 (discovered his immunity to vampire bites); TOMB OF DRACULA Vol. 1 #21 (parted company with Harker); TOMB OF DRACULA Vol. 1 #24 (battled Dracula in London); FEAR #24 (first battled Morbius); VAMPIRE TALES #8-9 (battled Legion of the Dead); MARVEL PREVIEW #3 (framed for murder by the Legion of the Dead); TOMB OF DRACULA Vol. 1 #30 (first battle between Dracula and Blade's original band of vampire hunters recounted); MARVEL PREVIEW #8 (destroyed a band of vampire children); TOMB OF DRACULA Vol. 1 #41-42 (alongside Dracula, battled Dr. Sun); TOMB OF DRACULA Vol. 1 #45 (first met Hannibal King); TOMB OF DRACULA Vol. 1 #53 (alongside King, destroyed Deacon Frost); TOMB OF DRACULA Vol. 1 #54 (alongside Van Helsing, Drake, and Harold H. Harold, confronted Dracula); TOMB OF DRACULA Vol. 1 #58 (saved Musenda's wife from becoming a vampire); DOCTOR STRANGE Vol. 2 #59-62 (alongside Doctor Strange, King, and Frank Drake, battled Dracula and the Darkholders, witnessed banishment of Dracula and all vampires from Earth); DOCTOR STRANGE Vol. 2 #67 (revealed to have formed a private investigation agency with King and Drake; alongside Dr. Strange, King and Drake, battled the Darkholders); MARVEL COMICS PRESENTS (rescued Safron from Darkholders); NIGHTSTALKERS #1 (alongside King and Drake, hired by Lilith II to kill Ghost Rider II and John Blaze, battled Meatmarket); GHOST RIDER Vol. 3 #31 (alongside Ghost Rider II, John Blaze, Morbius, Hannibal King, Frank Drake, Dr. Strange, and Darkhold Redeemers, battled Lilith II and the Lilin); NIGHTSTALKERS #2-4 (alongside King and Drake, battled HYDRA's DOA)

BLASTAAR



BLASTAAR

BIOGRAPHICAL DATA

Real name: Blastaar
Other current aliases: The Living Bomb-Burst
Former aliases: None
Dual identity: None
Current occupation: Negative Zone outlaw
Former occupation: Monarch
Citizenship: The planet Baluur, located in the Negative Zone
Legal status: Deposed monarch
Place of birth: Baluur, Sector 56-D of the Negative Zone (as charted by Reed Richards)
Marital status: Widower
Known relatives: Nyglar (wife, deceased)
Known confidants: None
Known allies: Annihilus (former)
Major enemies: The Fantastic Four, the Avengers, Annihilus
Usual base of operations: The Negative Zone
Former bases of operations: The planet Baluur
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 520 lbs.
Eyes: Gray
Hair: Gray
Other distinguishing features: Blastaar's skin appears to be a tough leathery hide

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Air speed: Escape velocity
Stamina: Godlike
Durability: Demi-godlike
Agility: Enhanced human
Reflexes: Athlete
Fighting skills: Baluurian warrior training
Special skills and abilities: Unrevealed
Superhuman physical powers: Superhuman strength, endurance, and durability; the ability to generate an unknown type of highly concussive kinetic force which he can release at will through his fingertips, resulting in blasts able to penetrate 6-inch titanium-overlayed steel at a distance of 25 feet, diminishing in

impact force up to his maximum range 1,000 feet; by channeling a controlled stream of kinetic force, Blastaar is able to propel himself through the air like a rocket, he can maintain this thrust indefinitely

Superhuman mental powers: None

Special limitations: None

Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Alien materials

Personal weaponry: None

Special weaponry: None

Other accessories: Blastaar has employed a wide variety of items of highly advanced technology from his home world, including starships and weapons

Transportation: Various, often flight under own power

Design and manufacture of paraphernalia: Unrevealed

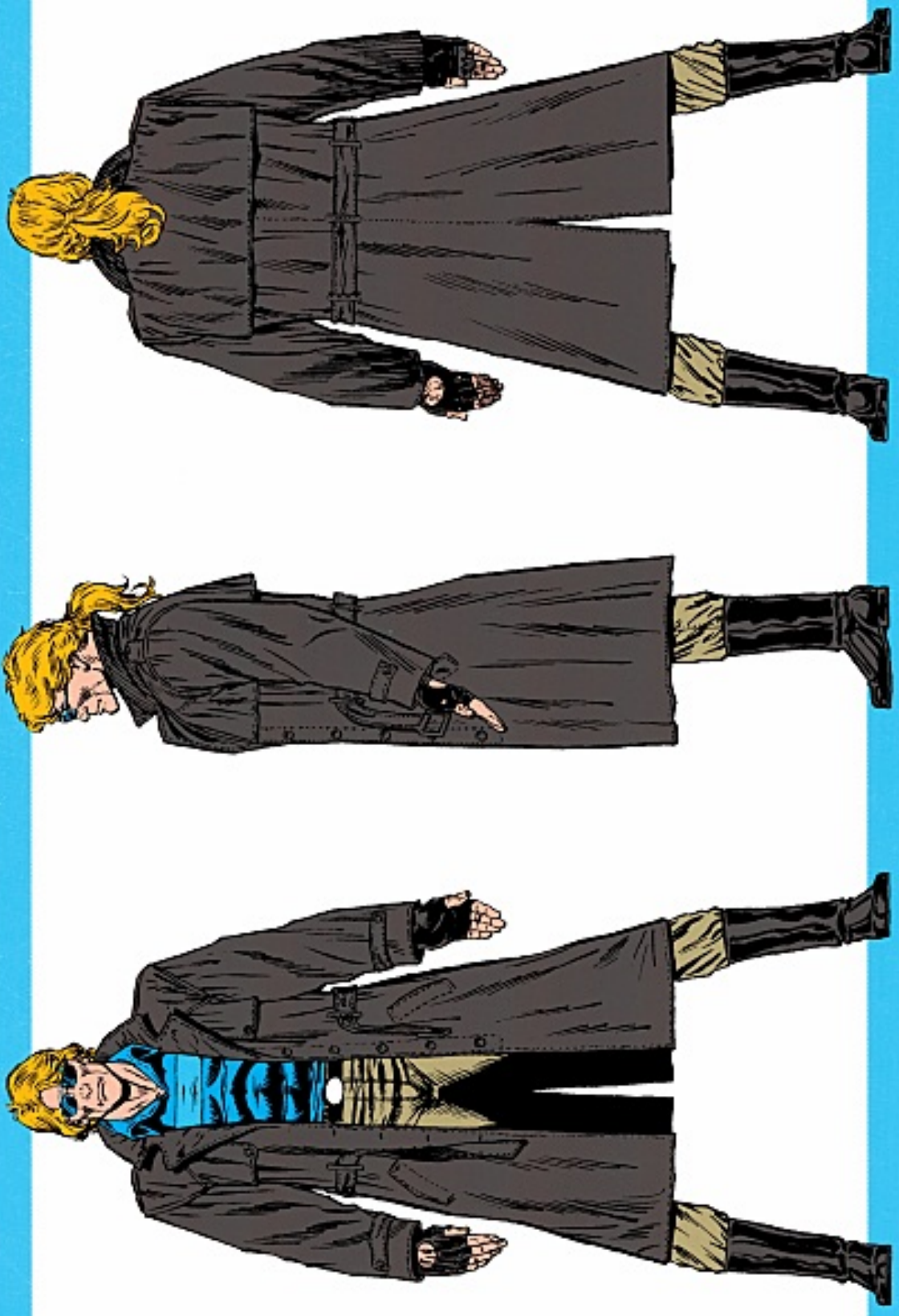
BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #62

Origin issue: MARVEL-TWO-IN-ONE #75

Significant issues: FANTASTIC FOUR #62 (exiled by rebellious citizens of Baluur after years of tyrannical rule, followed Mr. Fantastic and Triton to Earth; battled Fantastic Four; allied with Sandman); FANTASTIC FOUR #63 (returned to the Negative Zone by Mr. Fantastic); MARVEL TEAM-UP #18 (revived from coma by Professor Paxton Pentacost; became unwilling servant of Pentacost; battled Human Torch and Hulk; imprisoned in Adamantium and sunk into the Atlantic Ocean); INHUMANS #1 (freed from Adamantium prison; battled Inhumans); MARVEL TWO-IN-ONE #75 (first alliance with Annihilus, utilized the Super-Adaptoid in attempt to regain throne of Baluur, opposed by wife Nyglar who summoned the Thing and the Avengers to thwart them); FANTASTIC FOUR #289 regained throne of Baluur, led fleet of warshsips to conquer Earth; captured Reed Richards; freed Annihilus in attempt to prevent Fantastic Four from thwarting conquest of Earth); FANTASTIC FOUR #290 (battled Anni-hilus; betrayed by subordinate, Tanjaar, paralyzed); AVENGERS #310 (discovered in Negative Zone by the Eternals; overthrew Eternals; defeated by Avengers, remanded to custody of Eternals)

BLAZE, JOHN™



BLAZE, JOHN

BIOGRAPHICAL DATA

Real names: John "Johnny" Blaze
Other current aliases: None
Former aliases : Ghost Rider I, Frank Ryder
Dual identity: None; the general populace of Earth is unaware that Blaze was once the first Ghost Rider
Current occupation: Stunt cyclist, carnival owner, demon hunter
Former occupations: Stunt cyclist, movie stuntman, drifter, adventurer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Waukegan, Illinois
Marital status: Married
Known relatives: Roxanne Simpson Blaze (wife, stepsister), Craig Blaze (son), Emma Blaze (daughter), Barton Blaze (father, deceased), Clara Blaze (mother deceased), Craig "Crash" Simpson (stepfather, deceased), Mona Simpson (stepmother, deceased)
Known confidants: Roxanne Simpson Blaze, Daniel Ketch
Known allies: Ghost Rider II, Spider-Man, X-Men; (former) Daimon Hellstrom (Hellstorm), Champions of Los Angeles (Angel, Black Widow, Hercules, Iceman, Darkstar), "Legion of Monsters" (Morbius, Werewolf, Man-Thing), Phantom Rider I, Phantom Rider III
Major enemies: Zarathos (demonic half of of Ghost Rider I), "Satan" (Mephisto), the Orb, the Enforcer (deceased), Water Wizard (Aqueduct), Moondark, Blackout II, Hobgoblin II, Lilith
Usual base of operations: The American Southwest and New York City
Former bases of operations: Mobile
Current group membership: None
Former group membership: Champions of Los Angeles, "Legion of Monsters"
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 180 lbs.
Eyes: Blue
Hair: Red-blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic streetfighting skills
Special skills: Expert stunt motorcyclist, skilled stuntman, some knowledge of occult rites
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inappli-

cable

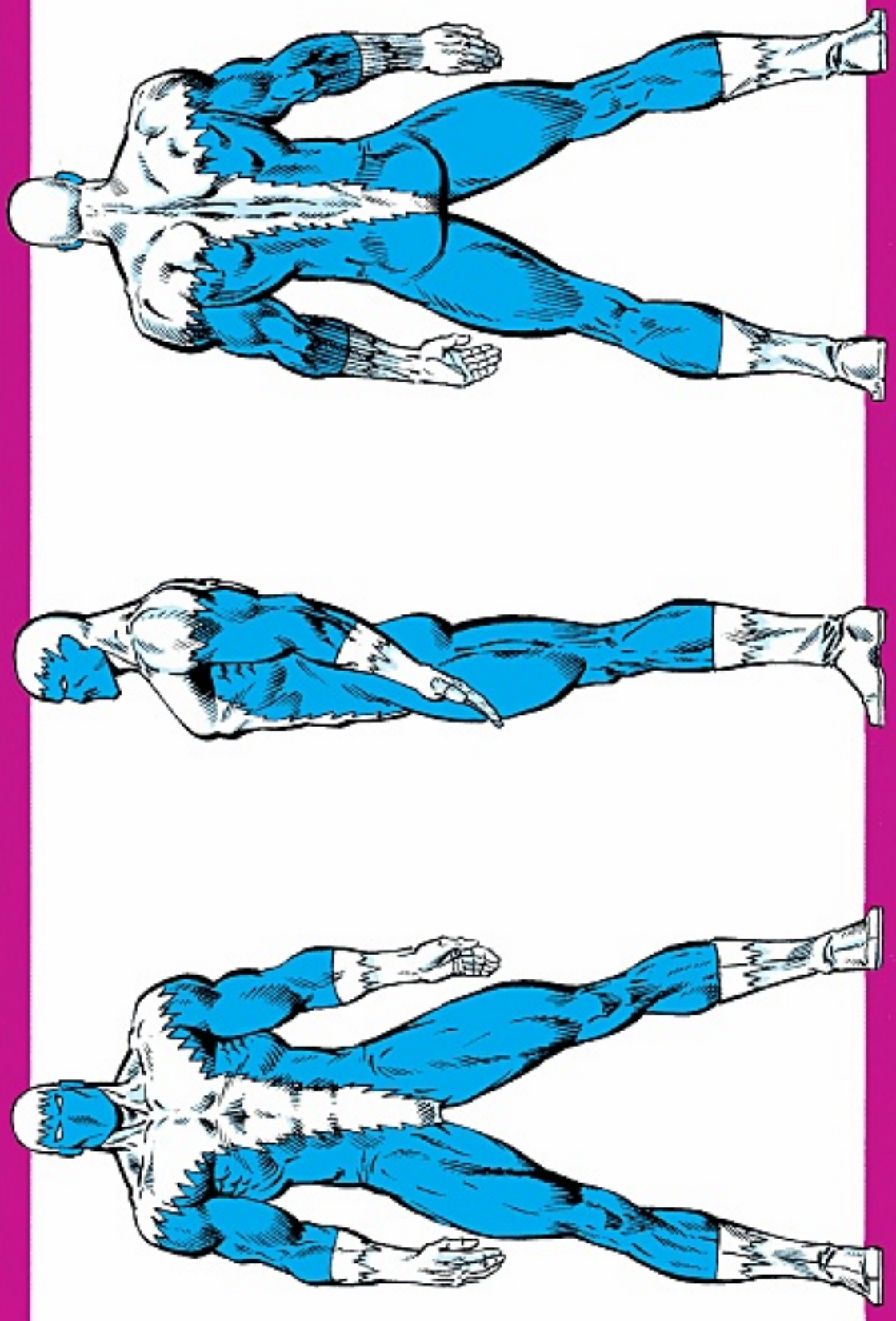
PARAPHERNALIA

Costume specifications: Conventional motorcycling attire (leather and denim)
Personal weaponry: A shotgun that fires mystical force-blasts (empowered in an unexplained manner by exposure to Ghost rider II's hellfire)
Special weaponry: None
Other accessories: None
Transportation: Mystic motorcycle empowered in an unexplained manner by Ghost Rider II
Design and manufacture of paraphernalia: Commercial manufacturers

BIBLIOGRAPHY

First appearance: MARVEL SPOTLIGHT Vol. 1 #5
Origin issue: MARVEL SPOTLIGHT Vol. 1 #5
Significant issues: MARVEL SPOTLIGHT Vol. 1 #5 (contracted with "Satan" to save Crash Simpson's life, infused with persona of demon Zarathos, transformed into Ghost Rider I); MARVEL SPOTLIGHT Vol. 1 #13 (as Ghost Rider I, first encountered Daimon Hellstrom); GHOST RIDER Vol. 2 #13-26 (worked as a movie stuntman for Delazny studios); CHAMPIONS #1-2 (as Ghost Rider I, teamed with Morbius, Man-Thing, and Werewolf by Night); GHOST RIDER Vol. 2 #46 (lost motorcycle stunt riding championship to Flagg Fargo); GHOST RIDER Vol. 2 #63-80 (worked as a stunt rider for Quentin Carnival); GHOST RIDER Vol. 2 #81 (separated from Zarathos, lost superhuman powers); GHOST RIDER Vol. 3 #10 (learned of existence of Ghost Rider II; believing him to be Zarathos, traveled to New York City to kill him); GHOST RIDER Vol. 3 #14-15 (abducted Dan Ketch, battled Ghost Rider II; became convinced that Ghost Rider II was not Zarathos, aided him against Blackout II); GHOST RIDER Vol. 3 #16 (alongside Ghost Rider II and Spider-Man, battled Hobgoblin II); GHOST RIDER Vol. 3 #27 (alongside Ghost Rider II and the X-Men, battled the Brood Queen); SPIRITS OF VENGEANCE #1 (alongside Ghost Rider II, battled Lilith and the Lilin)

BLIZZARD™



BLIZZARD

BIOGRAPHICAL DATA

Real name: (I) Gregor Shapanka, (II) Donald "Donny" Gill
Other current aliases: (II) None
Former aliases : (I) Jack Frost, (II) None
Dual identity: (I, II) Known to the authorities
Occupation at time of death: (I) Professional criminal
Current occupation: (II) Mercenary
Former occupation: (I) Scientist, (II) Unrevealed
Citizenship: (I) Former citizen of Hungary, naturalized citizen of the United States, (II) United States of America
Legal status: (I) criminal record in the United States, declared dead (II)Criminal record in the United States
Place of birth: (I) Szombathely, Hungary II) New Wark, Delaware
Place of death: (I) New York
Cause of death: (I) Electrocution/concussion blast
Marital status: (I, II) Single
Known relatives: (I, II) None
Known confidants: (I, II)None
Known allies: (I) Electro, Melter (deceased), Whiplash, Justin Hammer; (II) Justin Hammer, Beetle, Boomerang, Blacklash
Major enemies: (I) Iron Man, Hulk, Spider-Man, Iron Man 2020; (II) Iron Man, the Ghost
Usual base of operations: (I) New York City (II) Mobile
Former bases of operations: (I) Beneath the Colorado Rockies, (II) None
Current group membership: (II) Employee of Justin Hammer
Former group membership: (I) Employee of Justin Hammer (II) None
Extent of education: (I) PhD. in biochemistry and physics (II) High school graduate

PHYSICAL DESCRIPTION

Height: (I) 5' 6", (II) 5' 9"
Weight: (I) 165 lbs., (II) 170 lbs.
Eyes: (I, II) Brown
Hair: (I, II) Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: (I) Gifted, (II) Normal
Strength: (I) Below normal, (II) Athlete
Speed: (I) Normal, (II) Athlete
Stamina: (I) Normal, (II) Athlete
Durability: (I) Normal, (II) Athlete
Agility: (I) Normal, (II) Athlete
Reflexes: (I) Normal, (II) Athlete
Fighting skills: (I) Moderate hand-to-hand combat experience, (II) Extensive experience in streetfighting techniques
Special skills and abilities: (I) Considerable scientific expertise and laboratory skills, (II) None
Superhuman physical powers: (I) For a brief period of time, Shapanka apparently possessed the ability to generate intense cold without artificial aids, (II) None
Superhuman mental powers: (I) For a brief period of time, Shapanka apparently

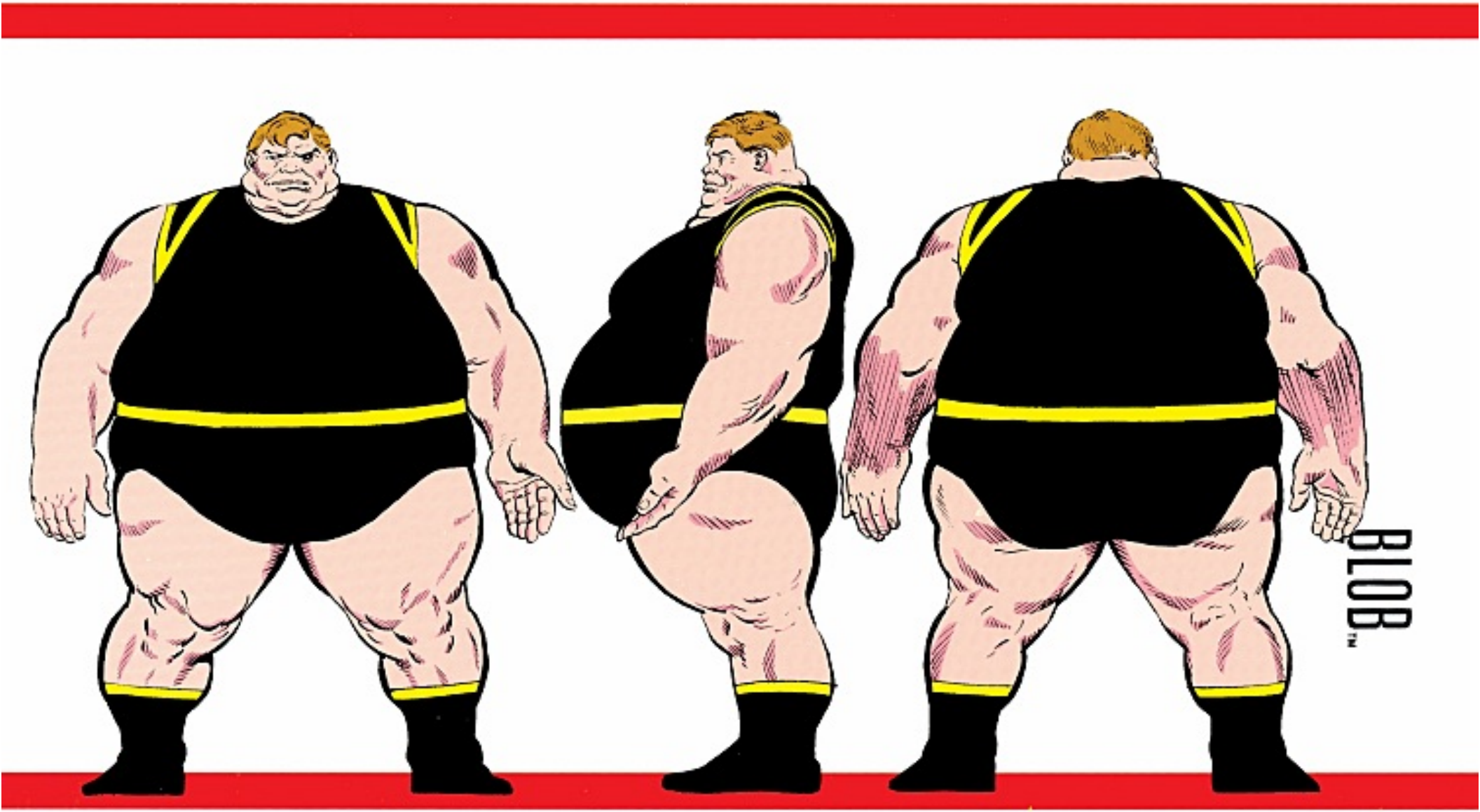
possessed the psionic ability to animate ice statues, (II) None
Special limitations: (I, II) None
Source of superhuman powers: (I) Allegedly a power overload of his battery pack, (II) None

PARAPHERNALIA

Costume specifications: Body armor equipped with microcircuited cryogenic units interwoven throughout thermally insulated fabric
Personal weaponry: Gauntlet contains ducts which emit freezing rays capable of lowering the temperature within the ray's range 50 degrees Fahrenheit in about 15 seconds. Water circulates through flexible tubing in sleeves which can be released out of nozzle at his wrists: as mist, it becomes snow flurries; as a spray, it becomes sleet; as a steady stream, it becomes icicles. It can shoot approximately 20 feet. At the risk of depleting his water supply, he can encase people in snow or ice, create an ice barricade, or form an ice slide beneath his feet.
Special weaponry: None
Other accessories: None
Transportation: Various; both Blizzards could create ice-bridges if atmospheric conditions permitted
Design and manufacture of paraphernalia: (I) Gregor Shapanka, (II) Justin Hammer based on Shapanka's original designs

BIBLIOGRAPHY

First appearance: (I, as Jack Frost II) TALES OF SUSPENSE #45, (I, as Blizzard) IRON MAN #86; (II) IRON MAN #223
Origin issue: (I) TALES OF SUSPENSE #45; (II) As yet unrevealed.
Significant issues: TALES OF SUSPENSE #45 (employed at Stark Industries,tried to rob Stark, fired, fashioned Jack Frost suit, battled Iron Man); IRON MAN #86-87 (as Blizzard, battled Iron Man); MARVEL TEAM-UP #56 (cold circuits fused to his body, teamed with Electro, battled Spider-Man and Daredevil); INCREDIBLE HULK #249 (as Jack Frost, retreated to subterranea, accidentally discovered by Hulk who destroyed place); IRON MAN #123-124 (as Blizzard, teamed with Whiplash and Melter to rob Atlantic City casino at Justin Hammer's behest, battled Iron Man); IRON MAN #127 (part of horde of Hammer hirelings ordered to attack Iron Man aboard Hammer's floating villa); AMAZING SPIDER-MAN ANNUAL #20 (bank robbery thwarted by Spider-Man, killed by Iron Man of 2020); IRON MAN #223-224 (Blizzard II employed by Justin Hammer, teamed with Beetle and Blacklash, battled Iron Man); IRON MAN #239-240 (employed by Justin Hammer, teamed with Boomerang, Blacklash, and Iron Man to stop the Ghost, released into Iron Man's custody)


BLOB™

BLOB

BIOGRAPHICAL DATA

Real name: Fred J. Dukes
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Professional criminal
Former occupation: Circus performer, federal government special operative
Citizenship: United States of America
Legal status: Criminal record, pardoned
Place of birth: Lubbock, Texas
Marital status: Single
Known relatives: None
Known confidants: Unus
Known allies: (currently) Brotherhood of Evil Mutants III, (formerly) Unus, Magneto, Brotherhood of Evil Mutants I and II, Factor Three, Freedom Force
Major enemies: X-Men, X-Force, Hulk
Usual base of operations: Unrevealed
Former bases of operations: Freedom Force headquarters, the Pentagon, Arlington, Virginia
Current group membership: Brotherhood of Evil Mutants III
Former group membership: Brotherhood of Evil Mutants I and II, Factor Three, Freedom Force
Extent of education: Unrevealed, presumed high school dropout

PHYSICAL DESCRIPTION

Height: (formerly) 5' 10", (after recent further mutation) 8'
Weight: (formerly) 510 lbs., (after recent further mutation) 976 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Unrevealed, possibly Superhuman Class 75
Note: Originally the Blob did not possess superhuman strength in proportion to his size. However, recently he has undergone further mutation, greatly increasing his height and mass, and raising his strength to superhuman levels.
Speed: Below normal
Stamina: Peak human
Durability: Metahuman
Agility: Below normal
Reflexes: Below normal
Fighting skills: Minimal, relies on his great strength and size
Special skills and abilities: None
Superhuman physical powers: Besides the above listed attributes, the Blob has the ability to create a monodirectional gravity field beneath himself, rendering himself virtually immovable as long as he is in contact with the ground;
Superhuman mental powers: None
Special limitations: Eyes, ears, nose and mouth are not as resistant to injury as the rest of his body
Source of superhuman powers: Genetic mutation

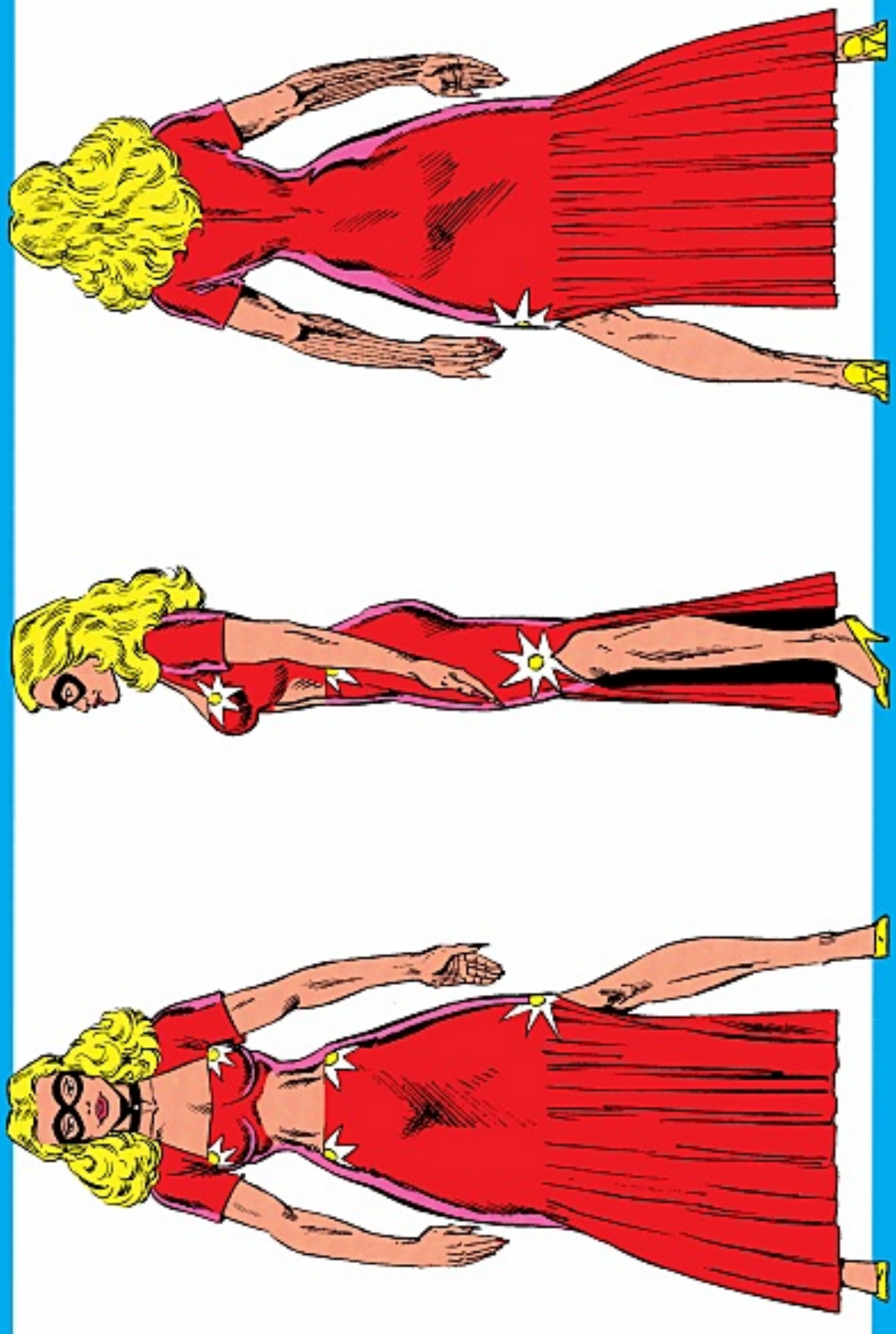
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: (formerly) Freedom Force skycraft
Design and manufacture of paraphernalia: (formerly) U.S. government

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #3
Origin issue: The Blob's origin is as yet unrevealed.
Significant issues: X-MEN Vol. 1 #3 (invited to join X-Men, turned against them instead); X-MEN Vol. 1 #7 (invited to join Brotherhood of Evil Mutants, battled X-Men); X-MEN Vol. 1 #20 (first team-up with Unus); X-MEN Vol. 1 #37-39 (served as member of Factor Three); AMAZING ADVENTURES #12-13 (worked as operative for Secret Empire, fought Beast); DEFENDERS #15-16 (with reorganized Brotherhood, fought Professor X and the Defenders, caused to revert to infancy by Alpha the Ultimate Mutant); CHAMPIONS #17 (recounted how Blob returned to adulthood; fought Champions of Los Angeles); UNCANNY X-MEN #140-142 (escaped prison; joined Brotherhood of Evil Mutants II, attempted to help assassinate Senator Robert Kelly); AVENGERS ANNUAL #10 (battled Avengers as member of Brotherhood II); MARVEL FANFARE #7 (with Unus, battled the Hulk); UNCANNY X-MEN #177-178 (with Brotherhood II, battled X-Men); SPECTACULAR SPIDER-MAN #91 (witnessed apparent death of Unus, went berserk and fought Spider-Man and Black Cat); UNCANNY X-MEN #199 (first appeared as member of Freedom Force, helped capture Magneto); UNCANNY X-MEN #206 (with Freedom Force, battled X-Men in San Francisco); AVENGERS ANNUAL #15 (participated in Freedom Force's capture of the Avengers for the federal government); X-FACTOR #8-10 (with Freedom Force, attempted to capture mutant Rusty Collins, battled X-Factor); UNCANNY X-MEN #223 (with Freedom Force, battled X-Men in San Francisco); UNCANNY X-MEN #225 (assisted in Freedom Force's attempt to arrest X-Men in Dallas); NEW MUTANTS #64 (battled New Mutants in Dallas); X-FACTOR #30-31 (battled X-Factor); DAREDEVIL #269 (with Pyro and Spiral, battled Daredevil during attempt to capture young mutant); NEW MUTANTS #78-80 (attempted to arrest Rusty Collins, fought New Mutants); AVENGERS #312 (joined with Avalanche and Pyro in attacking Avengers headquarters), NEW MUTANTS #86-89 (with Freedom Force, captured Rusty Collins and Skids; helped capture Cable; defeated by Cable; defeated by Sunspot during attempt to recapture Cable); VAULT GRAPHIC NOVEL (with Freedom Force, assisted in thwarting Vault jailbreak)

BLONDE PHANTOM™



BLONDE PHANTOM

BIOGRAPHICAL DATA

Real name: Louise Grant Mason
Other current aliases: Weezie
Former aliases: The Blonde Phantom
Dual identity: Secret
Current Occupation: Secretary of New York City District Attorney Blake Tower
Former occupation: (as Blonde Phantom) Crimefighter, (as Louise Grant) Secretary for the Mark Mason Detective Agency
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Hoboken, New Jersey
Marital status: Widowed
Known relatives: Mark Mason (husband, deceased), Wanda Louise Mason (daughter), Earl Paynter Mason (son)
Known confidants: Jennifer Walters (She-Hulk), Morris Walters
Known allies: She-Hulk, Ulysses Solomon Archer, Al the alien, Rocket Raccoon, Professor Bob Roberts
Major enemies: Xemnu the Titan, Mole Man, Spragg the Living Hill, Stilt-Man, Black Talon II
Usual base of operations: New York City
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: Unrevealed
Note: The account of the Blonde Phantom's work with the All-Winners Squad may be part of one of She-Hulk's dreams.
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 2"
Weight: 130 lbs, (before rejuvenation) 145 lbs., (as Blonde Phantom) 108 lbs.
Eyes: Blue
Hair: Blonde (White dyed light brown in the years just before her rejuvenation)
Other distinguishing features: Although chronologically in her sixties, Louise Mason is physically in her early forties due to her exposure to unusual diamonds in Subterranea.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal, (as Blonde Phantom) Athlete
Speed: Normal, (as Blonde Phantom) Athlete
Stamina: Normal, (as Blonde Phantom) Athlete
Durability: Normal, (as Blonde Phantom) Athlete
Agility: Normal, (as Blonde Phantom) Athlete
Reflexes: Normal, (as Blonde Phantom) Athlete
Fighting skills: Excellent hand-to-hand combatant in her prime, but is long out of practice in the present
Special skills and abilities: Fine markswoman with a handgun, excellent in secretarial skills, can pilot She-Hulk's flying car

Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Farsighted; wears glasses
Source of superhuman powers: Inapplicable

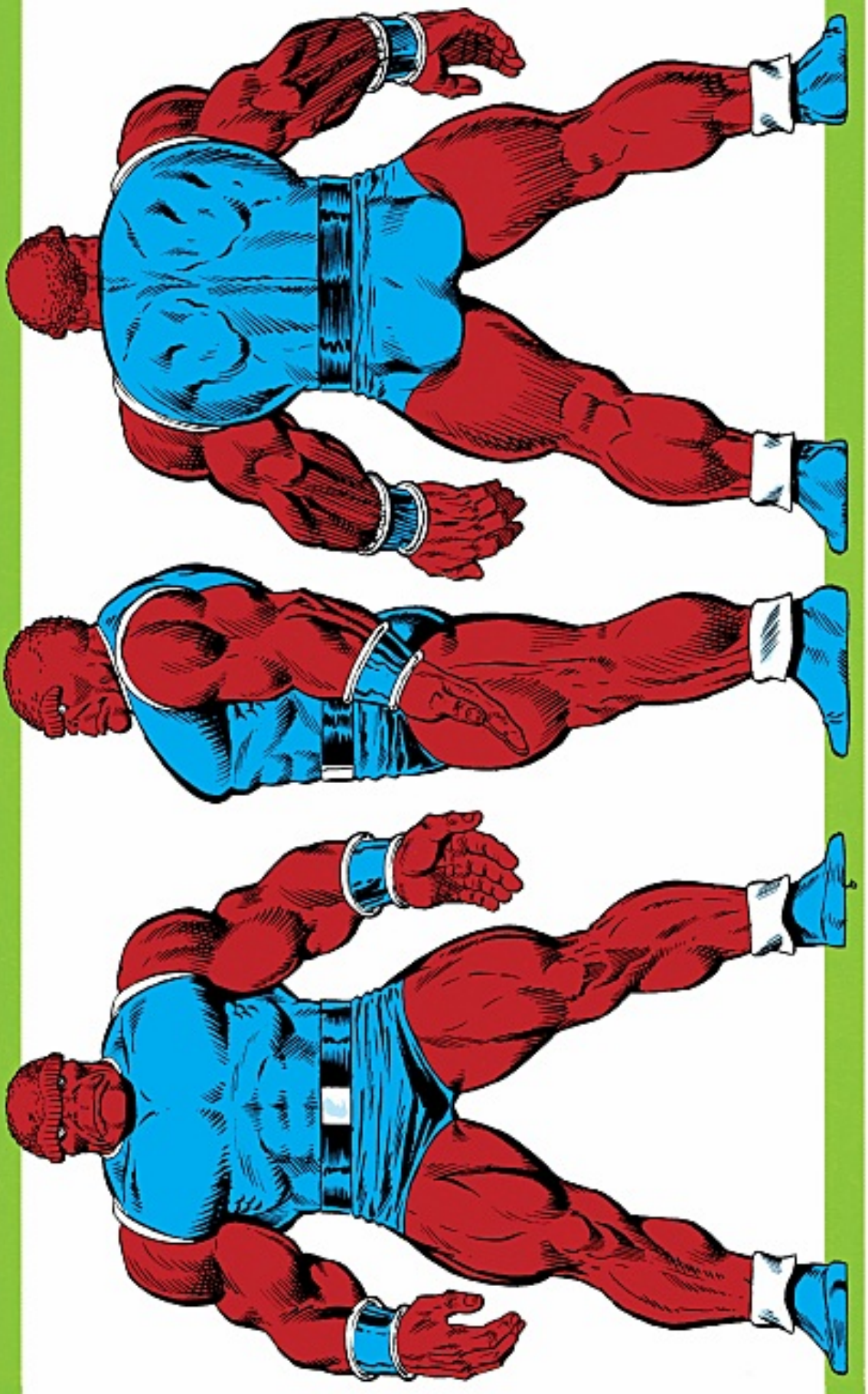
PARAPHERNALIA

Costume specifications: Conventional fabrics; wore modified evening gown as the Blonde Phantom
Personal weaponry: None; carried a conventional handgun as the Blonde Phantom
Special weaponry: None
Other accessories: None
Transportation: She-Hulk's flying car
Design and manufacture of paraphernalia: (She-Hulk's flying car) Al the alien

BIBLIOGRAPHY

First appearance: (historical) ALL-SELECT COMICS #11, (modern, unnamed, as Louise Mason) SHE-HULK Vol. 2 #2, (modern, named, as Blonde Phantom and Mason) SHE-HULK Vol. 2 #4
Origin issue: SHE-HULK Vol. 2 #4
Significant issues: SHE-HULK Vol. 2 #4 (first met She-Hulk, revealed former costumed identity to her, helped her defeat Stilt-Man); SHE-HULK Vol. 2 #31-33 (brought members of Hill People to help She-Hulk defeat Spragg, taken as prisoner by Mole Man, rejuvenated by unusual Subterranean diamonds); SHE-HULK Vol. 2 #34-35 (captured by Black Talon II, rescued by She-Hulk); SHE-HULK Vol. 2 #36 (began romance with Morris Walters); SHE-HULK Vol. 2 #40-42 (first traveled into outer space, met U.S. Archer and Al the alien, helped She-Hulk against Spragg); SHE-HULK Vol. 2 #43 (saved She-Hulk from Xemnu's revenge)

BLOOD BROTHERS™



BLOOD BROTHERS

BIOGRAPHICAL DATA

Real names: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Exiles
Former occupation: Servants of Thanos
Citizenship: Unrevealed
Legal status: None
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Thanos
Major enemies: Iron Man, the Thing, Daredevil, Quasar
Usual base of operations: Mobile
Former bases of operations: None
Current group membership: None
Former group membership: Thanos's army of interstellar mercenaries
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 8'
Weight: 900 lbs.
Eyes: Red
Hair: None
Other distinguishing features: Thick leathery brown hide

POWERS AND ABILITIES

Intelligence: Normal
Strength: Variable; up to Superhuman Class 50
Speed: Variable; up to Enhanced human
Stamina: Variable; up to Enhanced human
Durability: Variable; up to Superhuman
Agility: Variable; up to Enhanced human
Reflexes: Variable; up to Enhanced human
Fighting skills: None, relies on brute

strength
Special skills and abilities: Familiarity with sophisticated extraterrestrial technology beyond the current state of present day Earth
Superhuman physical powers: The Blood Brothers are symbiotically linked in an unknown way which cause the above listed physical attributes to increase or decrease in direct proportion to their proximity to one another.
Superhuman mental powers: None
Special limitations: When separated by sufficient distance, the Blood Brothers' physical attributes drop below normal human levels. Also, they must feed on blood periodically to survive.
Source of superhuman powers: Unrevealed

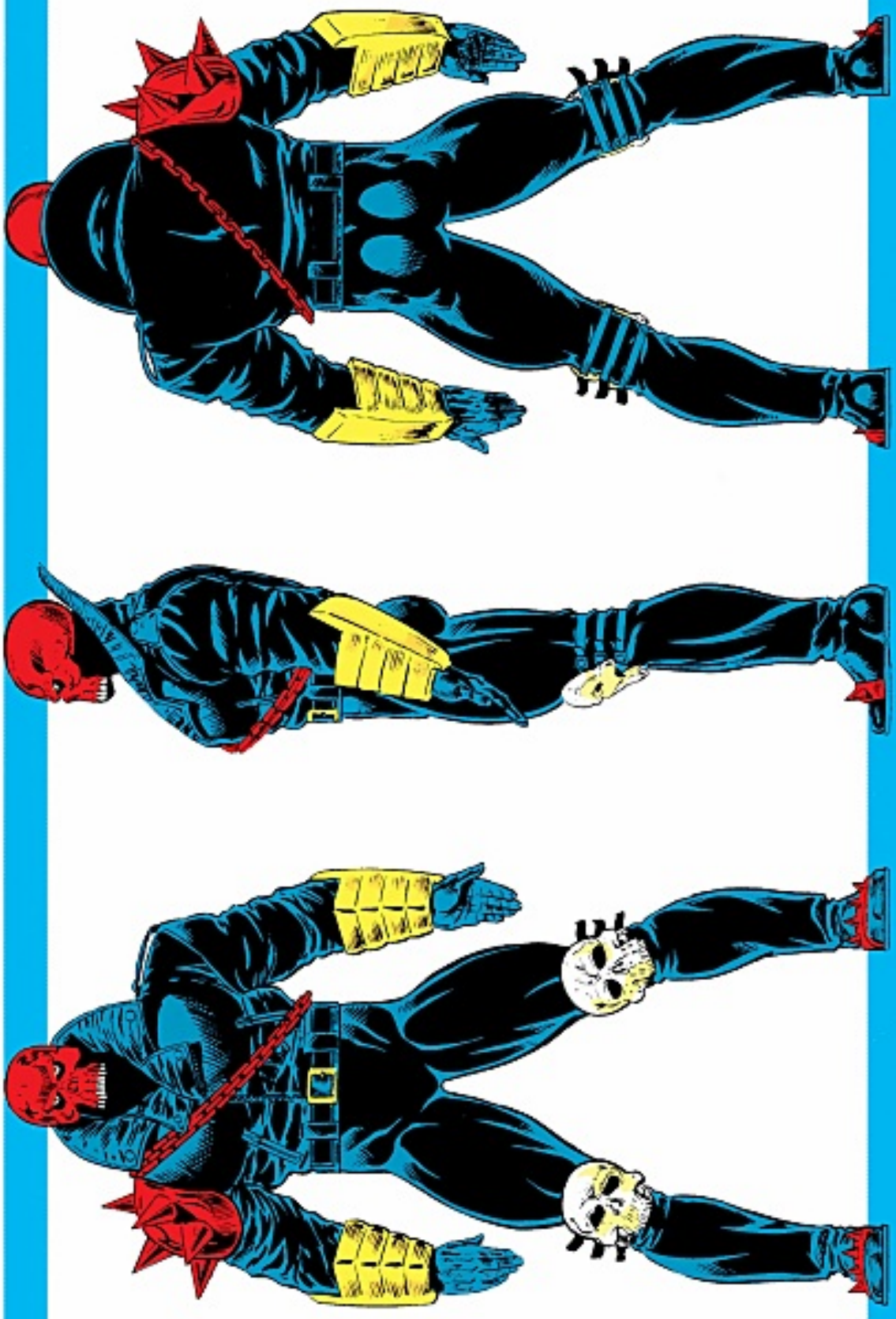
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: IRON MAN #55
Origin issue: The Blood Brothers' origin is as yet unrevealed.
Significant issues: IRON MAN #55 (traveled to Earth; battled Iron Man at the direction of Thanos); MARVEL FEATURE #12 (battled Iron Man and the Thing at the direction of Thanos); IRON MAN #89-90 (battled Iron Man and Daredevil while under the influence of the Controller); AVENGERS #252 (accidentally teleported to Thanos's Arizona base, battled Avengers); QUASAR #12 (exiled to the planet Mars by Quasar)

BLOODAXE™



BLOODAXE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Bloodaxe the Executioner
Former aliases : Executioner III
Dual identity: Secret
Current occupation: Vigilante
Former occupation: None known
Citizenship: (presumably) United States of America
Legal status: No known criminal record; as Bloodaxe, wanted by New York City
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: None
Major enemies: Thunderstrike (Thor II), Doctor Strange, Earth Force, Code: Blue, Carjack
Usual base of operations: New York City
Former bases of operations: None known
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7' 2"
Weight: 1100 lbs.
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: Unrevealed

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 100
Speed: Superhuman
Stamina: Metahuman
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Highly formidable hand-to-hand combatant, relies on brute force rather than combat techniques
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None known
Special limitations: In superhuman Bloodaxe form his rationality is overpowered by his lust for combat, vengeance, and bloodshed.
Source of superhuman powers: Enchantment of Executioner's axe

PARAPHERNALIA

Costume specifications: Alien materials resembling leather and metal
Personal weaponry: Double-bladed enchanted axe formerly belonging to Skurge (Executioner I, deceased). The axe transforms its human wielder into the superhuman Bloodaxe, while taking partial possession of his mind, warping his personality and making him murderously aggressive. In physically transforming him,

the axe increases the wielder's size and mass while flooding his body with magical energy. The Enchantress endowed the axe with the magical ability to create dimensional rifts. By this means Bloodaxe has been able to project concussive bolts of Asgardian mystical force and hurricane force winds from his axe. The axe is highly resistant to damage and can be used to deflect bullets

Special weaponry: None

Other accessories: None

Transportation: Conventional means

Design and manufacture of paraphernalia: Unrevealed

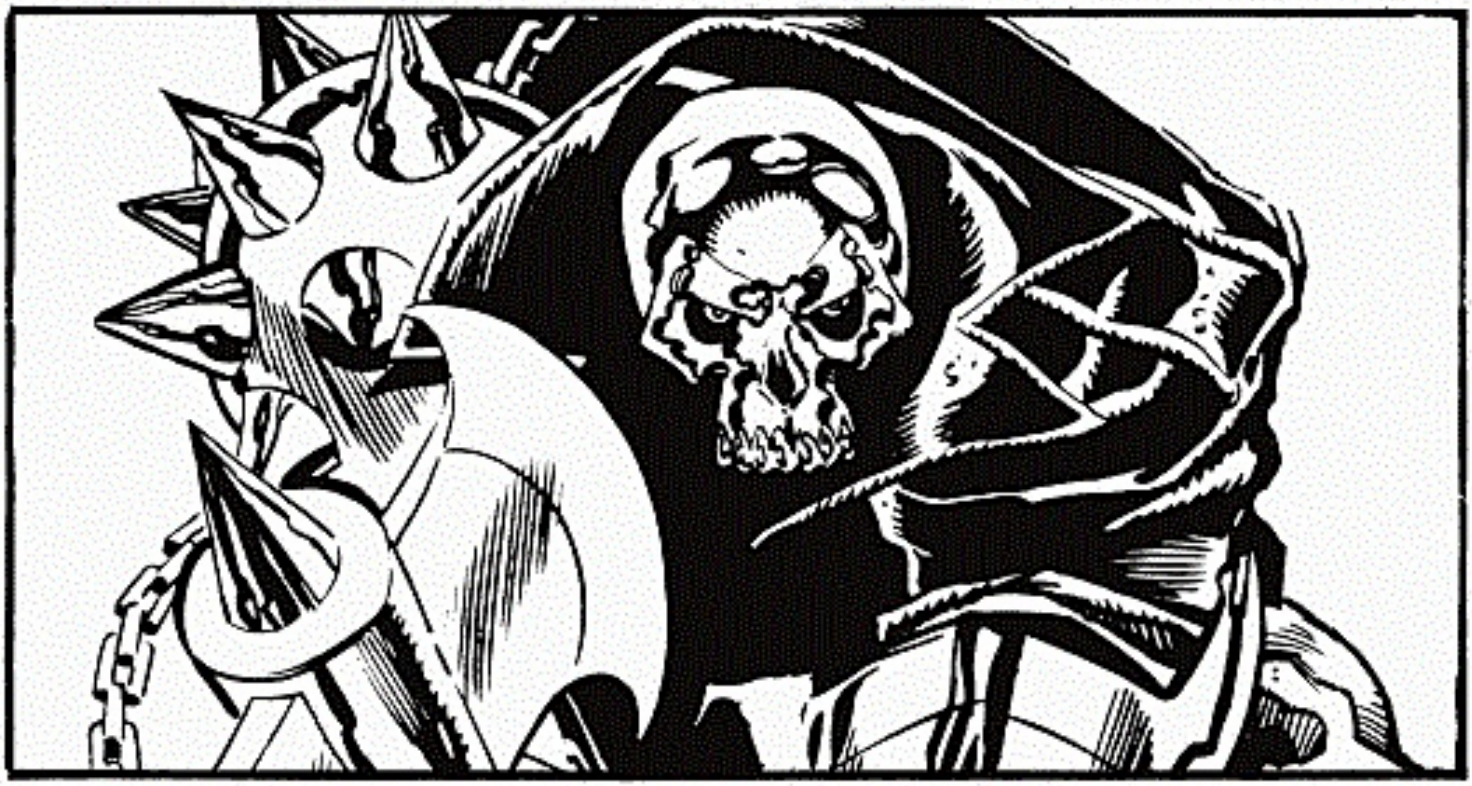
BIBLIOGRAPHY

First appearance: (as Bloodaxe) THOR #451

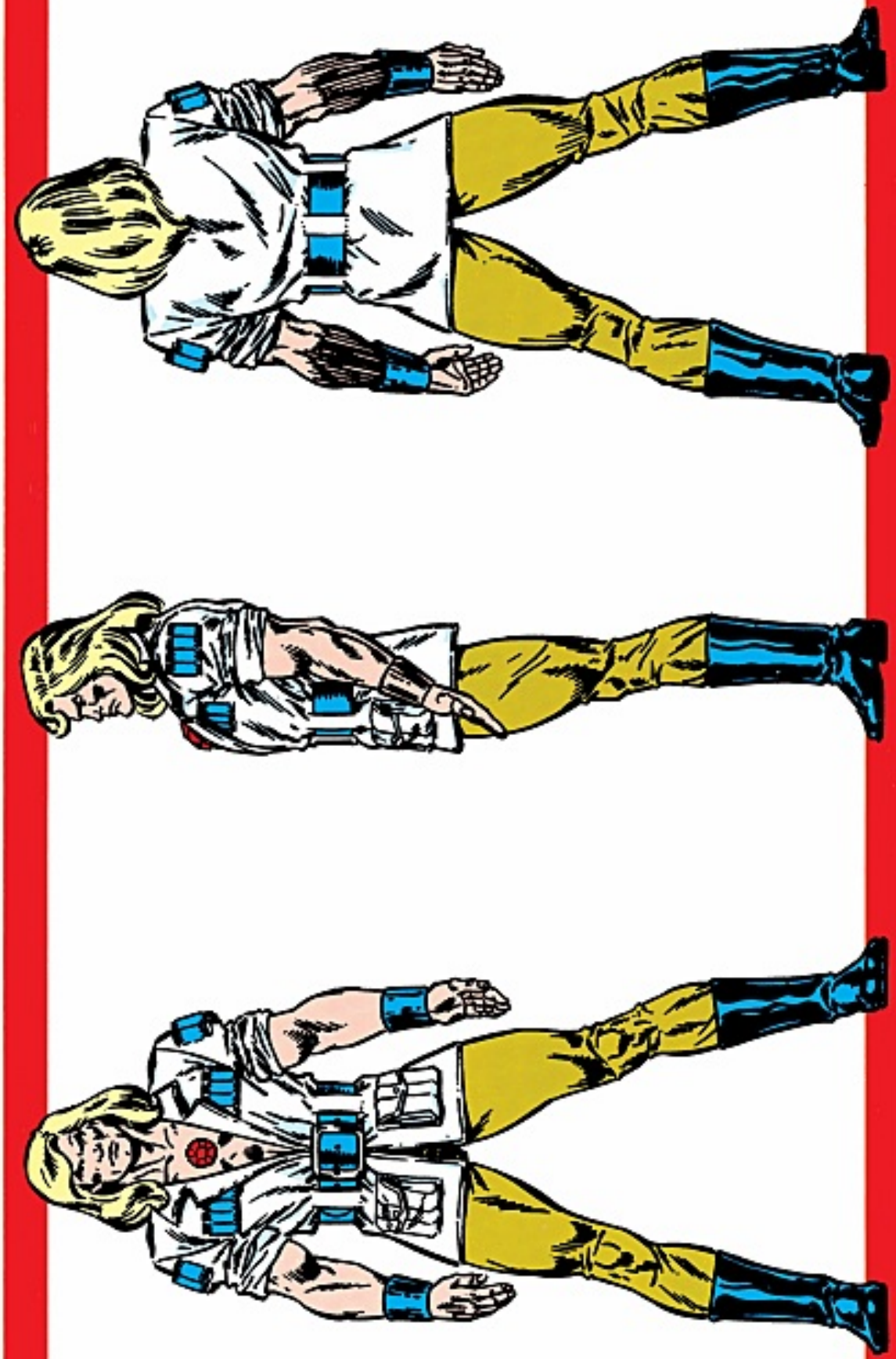
Note: Bloodaxe has appeared previously in his as yet unrevealed secret identity.

Origin issue: THOR #449

Significant issues: THOR #449 (found Executioner's axe, was transformed by its magic into superhuman being); THOR #451 (first went into action as Bloodaxe, battled police, slew drug dealers); THOR #452 (first fought Thor II); THOR #455 (battled Doctor Strange, encountered Susan Austin as Bloodaxe); THOR #456 (fought Code: Blue and Earth Force); THUNDERSTRIKE #1 (sought to kill Carjack and his gang, was thwarted by Thunderstrike, who took custody of his axe)



BLOODSTONE™, ULYSSES



BLOODSTONE, ULYSSES

BIOGRAPHICAL DATA

Real name: Unknown
Aliases at time of death: Ulysses Bloodstone
Dual identity: None
Occupation at time of death: Hunter, adventurer, soldier of fortune
Former occupation: Hunter/gatherer
Citizenship: None
Legal status: None
Place of birth: Northern Vanaheim, European continent, circa 8250 B.C.
Place of death: New York City
Cause of death: Surgical removal of life-sustaining Bloodstone
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Brad Carter (deceased), P.D.Q. Werner, Samantha Eden
Major enemies: Ullux'l Kwan Tae Syn, the Conspiracy (Centurius, Kaballa, Atlan, Bubbles O'Day, Dr, Juden Bardham), Killer Shrike, the Hellfire Helix
Usual base of operations: Bloodstone Island, somewhere in the Pacific ocean
Former bases of operations: Mobile
Group membership at time of death: None
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 225 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: Glowing red gemstone embedded in chest

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced Human
Stamina: Enhanced Human
Durability: Godlike
Agility: Enhanced Human
Reflexes: Athlete
Fighting skills: Virtually every form of combat and martial arts devised by man
Special skills and abilities: Vast knowledge of weaponry
Superhuman physical powers: Superhuman attributes catalogued above
Superhuman mental powers: Ability to see human auras; ability to mentally travel to astral planes, ability to psycho-kinetically detonate certain explosives
Special limitations: None
Source of superhuman powers: Magical energy emanating from the fragment of the mystic gem containing the Hellfire Helix which was embedded in Bloodstone's chest in an explosion ten thousand years ago

PARAPHERNALIA

Costume specifications: Flak jacket with storage pouches for a variety of weapons

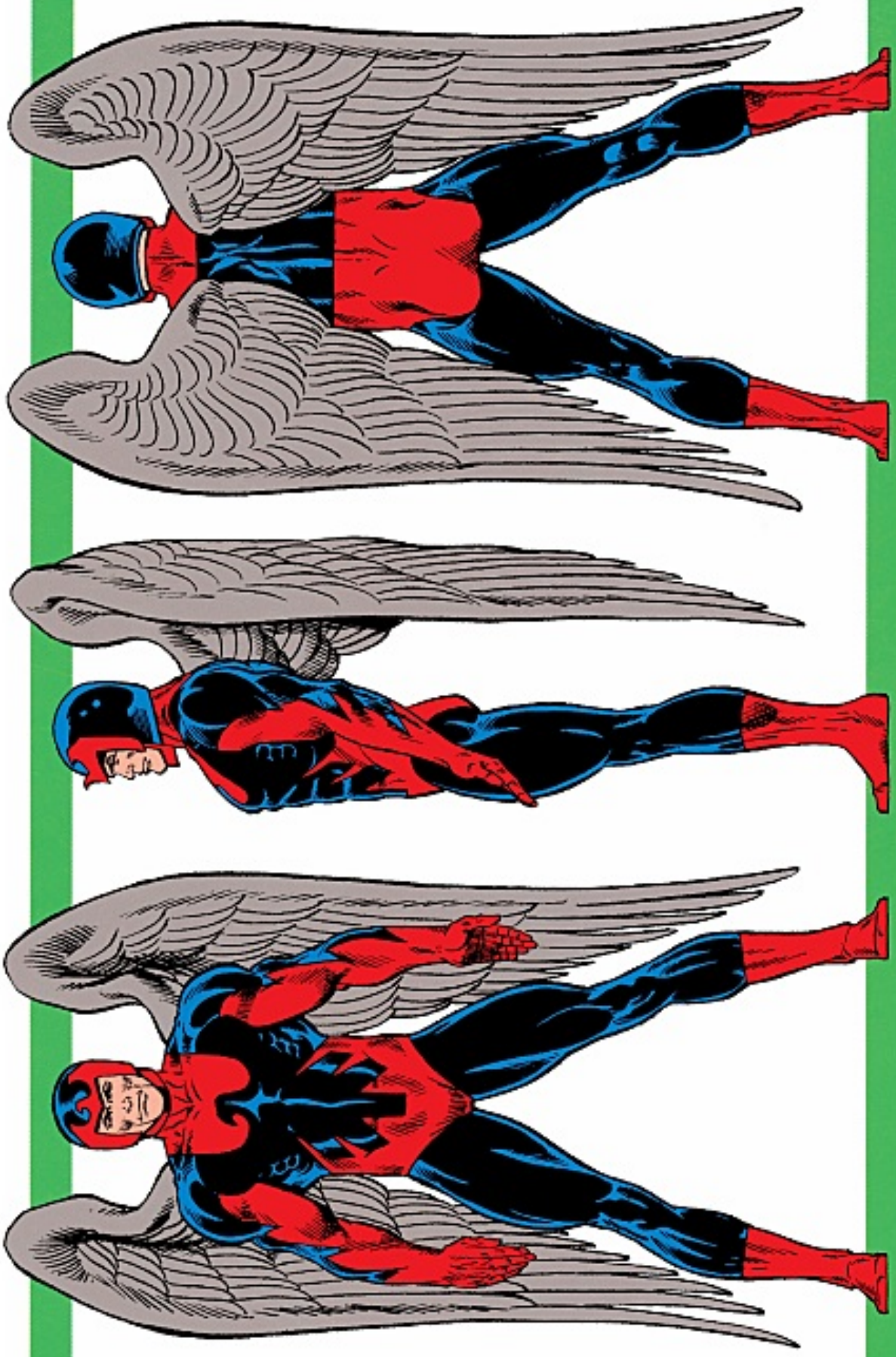
and ammunition, leather boots
Personal weaponry: Stainless steel Bowie knife; .45 caliber automatic handguns
Special weaponry: Specially-designed sawed-off shotgun whose shells he could detonate mentally
Other accessories: Various weapons as needed
Transportation: Various
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: MARVEL PRESENTS #1

Origin issue: MARVEL PRESENTS #2, RAMPAGING HULK #4, RAMPAGING HULK #8
Significant issues: MARVEL PRESENTS #1 (first contemporary adventure recounted, battled two unnamed humanoid monsters, met Brad Carter and P.D.Q. Werner); MARVEL PRESENTS #2 (defeated second monster); RAMPAGING HULK #1 (battled giant undersea humanoid monster Goram, seeking Bloodstone fragment other than one lodged in his chest); RAMPAGING HULK #2 (Goram subdued by technology of Bloodstone Island, battled Killer Shrike); RAMPAGING HULK #3 (met Iron Man, battled Goram and his master Centurius); RAMPAGING HULK #4 (met Ulluxy'l on astral plane); RAMPAGING HULK #6 (petitioned the United Nations to recognize the sovereignty of Bloodstone Island, battled Sharzan the Elemental); RAMPAGING HULK #8 (battled the Conspiracy, gem fragment surgically removed from his chest by Dr. Juden Bardham, body managed to destroy the gem-monster by vanquishing the Hellfire Helix on the astral plane, Bloodstone's body then withered and died); CAPTAIN AMERICA #357 (skeleton revealed to be in the possession of the American Museum of Natural History); CAPTAIN AMERICA #362 (Hellfire Helix revealed to have survived, possessed corpse of Baron Zemo I, disappeared down inactive volcano in Japan)

BLUE EAGLE™



BLUE EAGLE

BIOGRAPHICAL DATA

Real name: James Dore, Jr.
Aliases at time of death: None
Former aliases : American Eagle II, Cap'n Hawk
Dual identity: Publicly known on the Squadron Supreme's Earth ("Other-Earth"/Earth-S)
Occupation at time of death: Adventurer, de facto joint ruler of the United States of America of "Other-Earth"
Former occupation: Special operative for the federal government, airplane mechanic
Citizenship: United States of "Other-Earth"
Legal status: No criminal record
Place of birth: Mayflower, Freedonia
Place of death: Squadron City
Cause of death: Neck broken in fall while battling Lamprey
Marital status: Single
Known relatives: James Dore, Sr. (American Eagle I, father, deceased), Adrian Dore (mother)
Known confidants: None
Known allies: The Squadron Supreme, the Avengers, the Defenders
Major enemies: Master Menace, Scarlet Centurion, Institute of Evil, the Over-Mind, Null the Living Darkness
Base of operations at time of death: Squadron City
Former base of operations: None
Group membership at time of death: The Squadron Supreme
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 195 lbs.
Eyes: Blue
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Natural winged flight
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Highly skilled hand-to-hand combatant, specializing in aerial combat
Special skills and abilities: Unrevealed
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

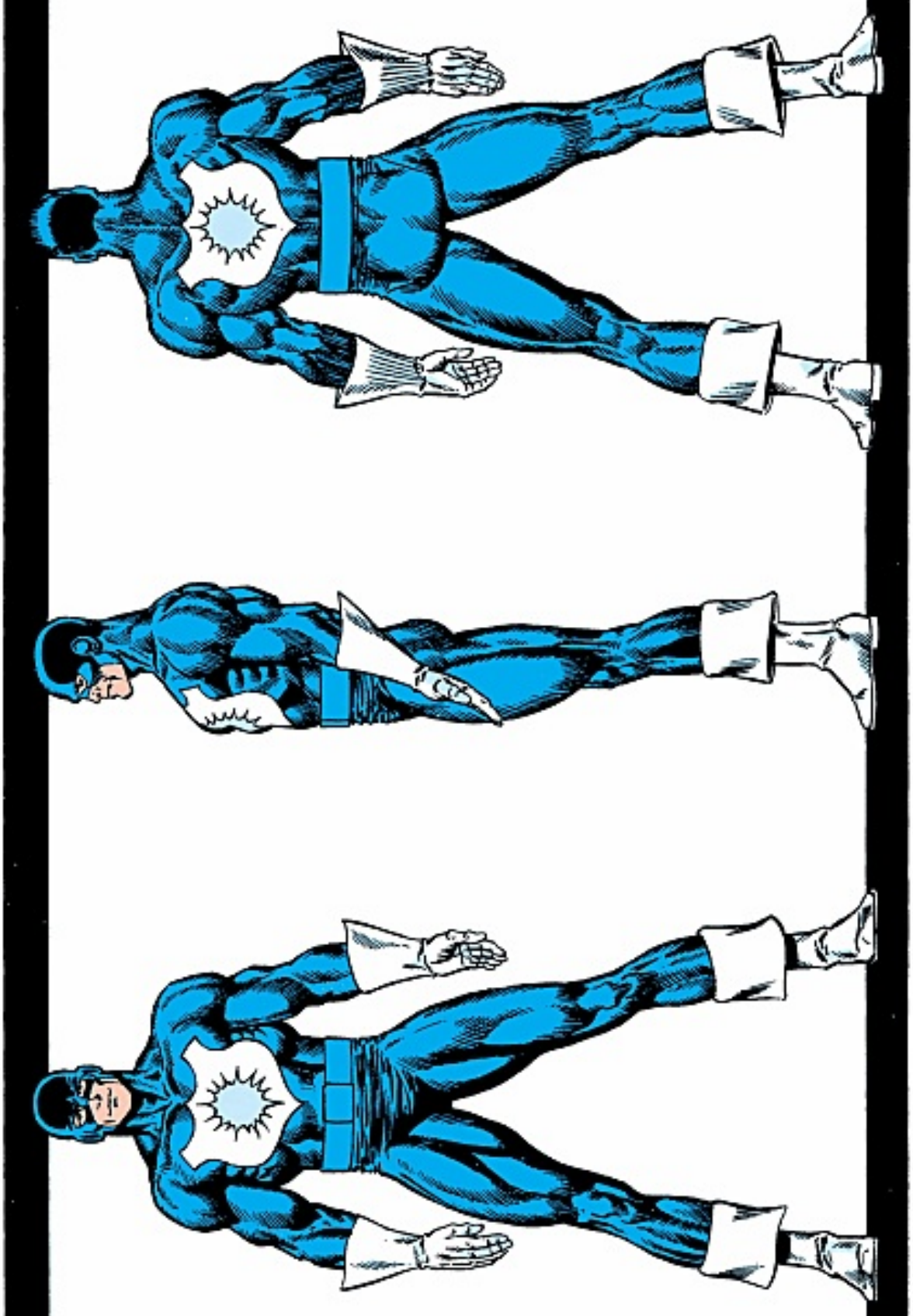
Costume specifications: Specially designed flying suit of synthetic stretch fabric equipped with artificial wings enabling

flight
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: James Dore, Sr., Adrian Dore

BIBLIOGRAPHY

First appearance: (as American Eagle II) AVENGERS #85, (as Cap'n Hawk) AVENGERS #148, (as Blue Eagle) SQUADRON SUPREME #2
Origin issue: SQUADRON SUPREME #2
Significant issues: Avengers #85 (as American Eagle II, alongside the Squadron Supreme, first encountered the Avengers Goliath II, Quicksilver, Scarlet Witch, and Vision); Avengers #148 (as Cap'n Hawk, alongside the Squadron Supreme, battled the Avengers on behalf of the Serpent Cartel, then turned against Cartel); THOR #280 (as Cap'n Hawk, alongside Squadron and Thor, battled Emil Burbank and Hyperion I); DEFENDERS #112-115 (as Cap'n Hawk, alongside other Squadron members, mind-controlled by the Over-Mind; used along with other members as pawns in Over-Mind's conquest of "Other-Earth," freed by the Defenders; battled and defeated Over-Mind and Null the Living Darkness alongside the Squadron and Defenders); SQUADRON SUPREME #1 (as Cap'n Hawk, alongside the Squadron Supreme, assumed control of the government of United States of "Other-Earth", publicly revealed true identity); SQUADRON SUPREME #4 (as Blue Eagle II, alongside Squadron, battled group of rebel soldiers at Fort Largo); SQUADRON SUPREME #5 (as Blue Eagle II, alongside Squadron, battled the Institute of Evil); SQUADRON SUPREME #6 (discovered Golden Archer had used the Behavior Modification Device on Lady Lark, called for his dismissal from the team); SQUADRON SUPREME #11 (captured by Nighthawk's Redeemers and placed under Master Menace's Behavior Modification machine); SQUADRON SUPREME #12 (alongside Squadron, battled Nighthawk's Redeemers, wings drained of power by Lamprey and died of a broken neck)

BLUE SHIELD™



BLUE SHIELD

BIOGRAPHICAL DATA

Real name: Joseph Cartelli
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Security director for Project: Pegasus
Former occupation: Crimefighter masquerading as a mobster
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Bronx, New York
Marital status: Single
Known relatives: Frank Cartelli (father, deceased) Anita Cartelli (mother)
Known confidants: Jeaninne O'Connell
Major enemies: Bo Barrigan, Omnivore
Usual base of operations: The Project: Pegasus facility, Mt. Athena, New York
Former bases of operations: New York City
Current group membership: Project: Pegasus
Former group membership: Barrigan crime family
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6'
Weight: 180 lbs.
Eyes: Blue
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Metahuman
Agility: Enhanced human
Reflexes: Enhanced human

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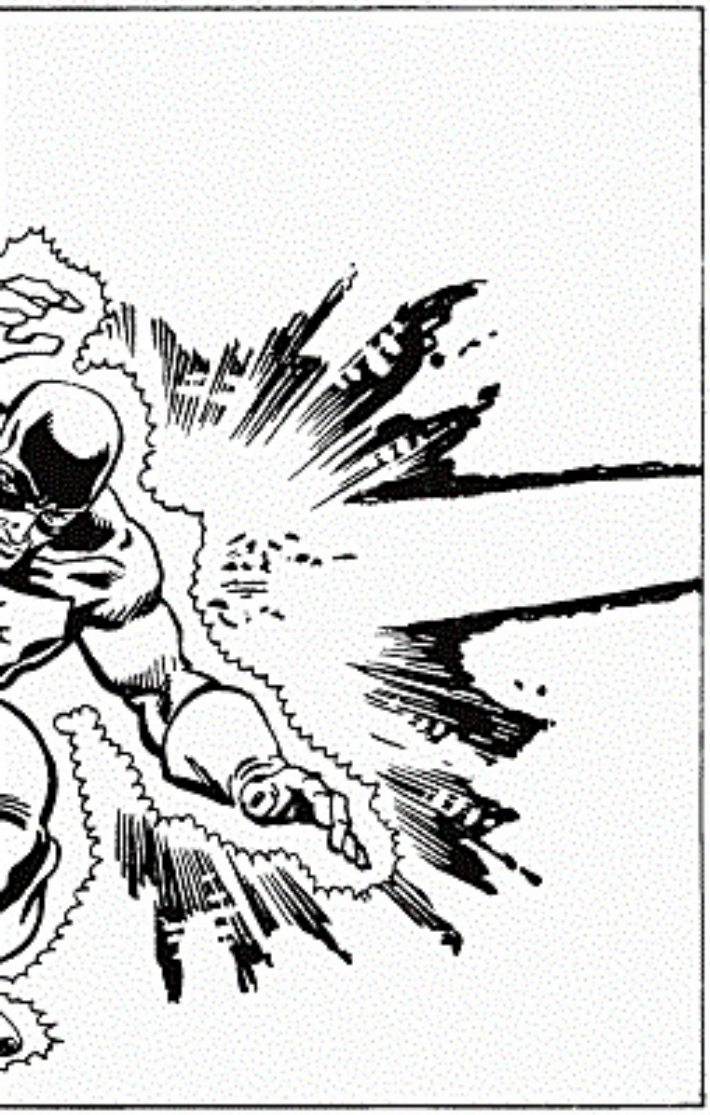
Fighting skills: Streetfighting techniques, boxing, judo, gymnastics
Special skills and abilities: None
Superhuman physical powers: Ability to generate a protective force field around his body which enables him to withstand heat, punctures, concussion and extreme temperatures, the precise limits of which were unrevealed.
Superhuman mental powers: None



Special limitations: None
Source of superhuman powers: Formerly, the Blue Shield wore a microcircuitry-lined belt of unrevealed origin and power source which artificially enhanced his physical powers and generated a force field around his body. Long-term exposure to the belt's field has apparently altered his genetic structure, and he no longer needs the belt to produce these effects.

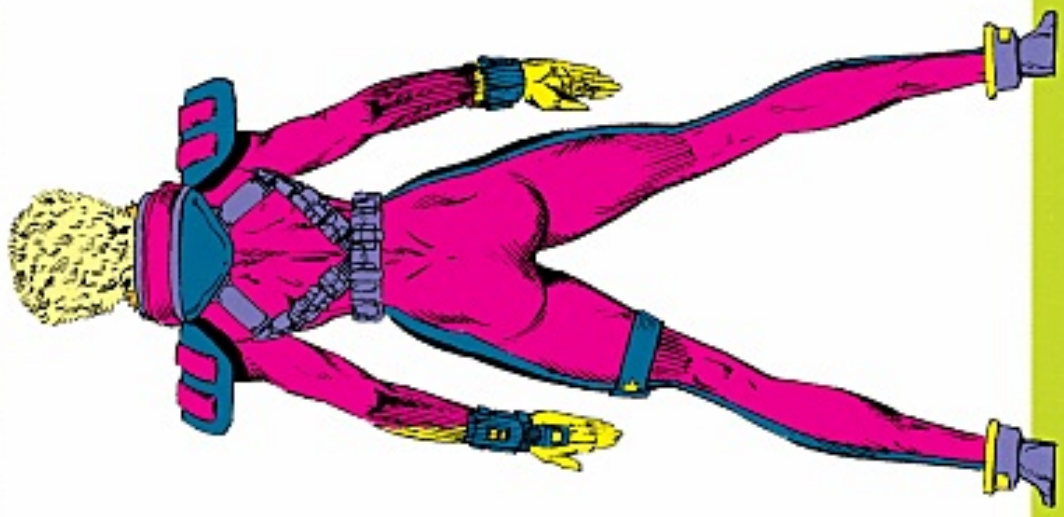
PARAPHERNALIA

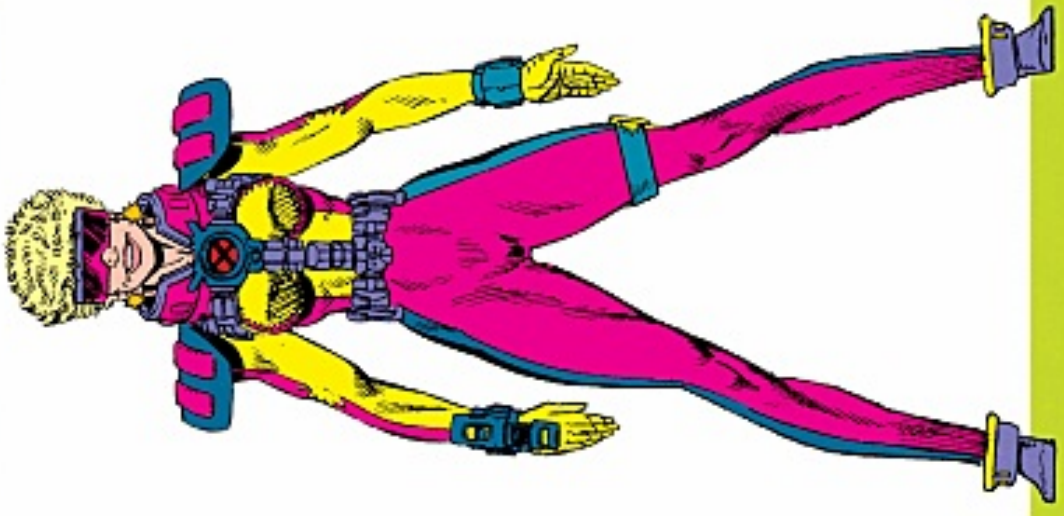
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: The identity of the designer of his original force-field apparatus has not yet been revealed.

BIBLIOGRAPHY

First appearance: DAZZLER #5
Origin issue: DAZZLER #5
Significant issues: DAZZLER #5 (encountered Dazzler); CAPTAIN AMERICA #352 (attempted to join the Avengers); QUASAR #8 (failed to protect Project: Pegasus from the alien life form Omnivore, resigned commission as security director); MARVEL SUPER HEROES #3 (accepted reinstatement as Pegasus security director)

BOOMER™





BOOMER

BIOGRAPHICAL DATA

Real name: Tabitha Smith
Other current aliases: None
Former aliases: Time Bomb, Boom Boom
Dual identity: Secret
Current occupation: Adventurer/commando
Former occupation: Student/thief
Citizenship: United States of America
Legal status: No known criminal record, still a minor
Place of birth: Roanoke, Virginia
Marital status: Single
Known relatives: Unnamed Parents
Known confidants: Cannonball
Known allies: X-Force, Fallen Angels, (former) X-Factor I, X-Terminators II, the Beyonder
Major enemies: Brotherhood of Evil Mutants V, Stryfe, Mutant Liberation Front, Cameron Hodge, the Right
Usual base of operations: Mobile
Former bases of operations: X-Force headquarters, upstate New York (Bolivar Trask's former Sentinels base); X-Factor I headquarters and ship, New York City; the Beat Street Club, New York City (Fallen Angels headquarters); Professor Xavier School for Gifted Youngsters, Salem Center, Westchester County, New York State
Current group membership: X-Force
Former group membership: X-Terminators II, Fallen Angels, New Mutants
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 120 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant, coached in unarmed combat by Cable
Special skills and abilities: Excellent player of video games, accomplished thief (trained by the Vanisher)
Superhuman physical powers: Ability to create balls of energy of an unknown kind which she calls her "time bombs." These "bombs" explode with concussive force. She can create "bombs" from the size of marbles to the size of beach balls.
Superhuman mental powers: To a limited extent Boom Boom can mentally control the amount of time between the creation of one of her "bombs" and the time it detonates. She can also mentally muffle the sound of the detonation to a limited extent
Special limitations: None known
Source of superhuman powers: Genetic

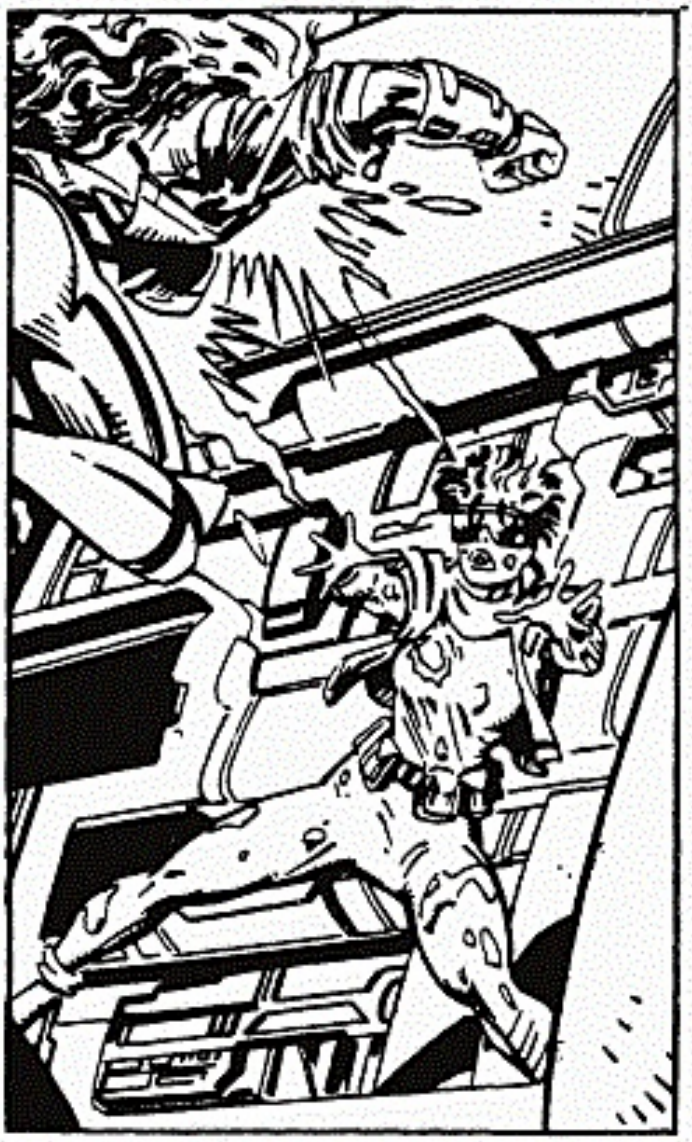
mutation

PARAPHERNALIA

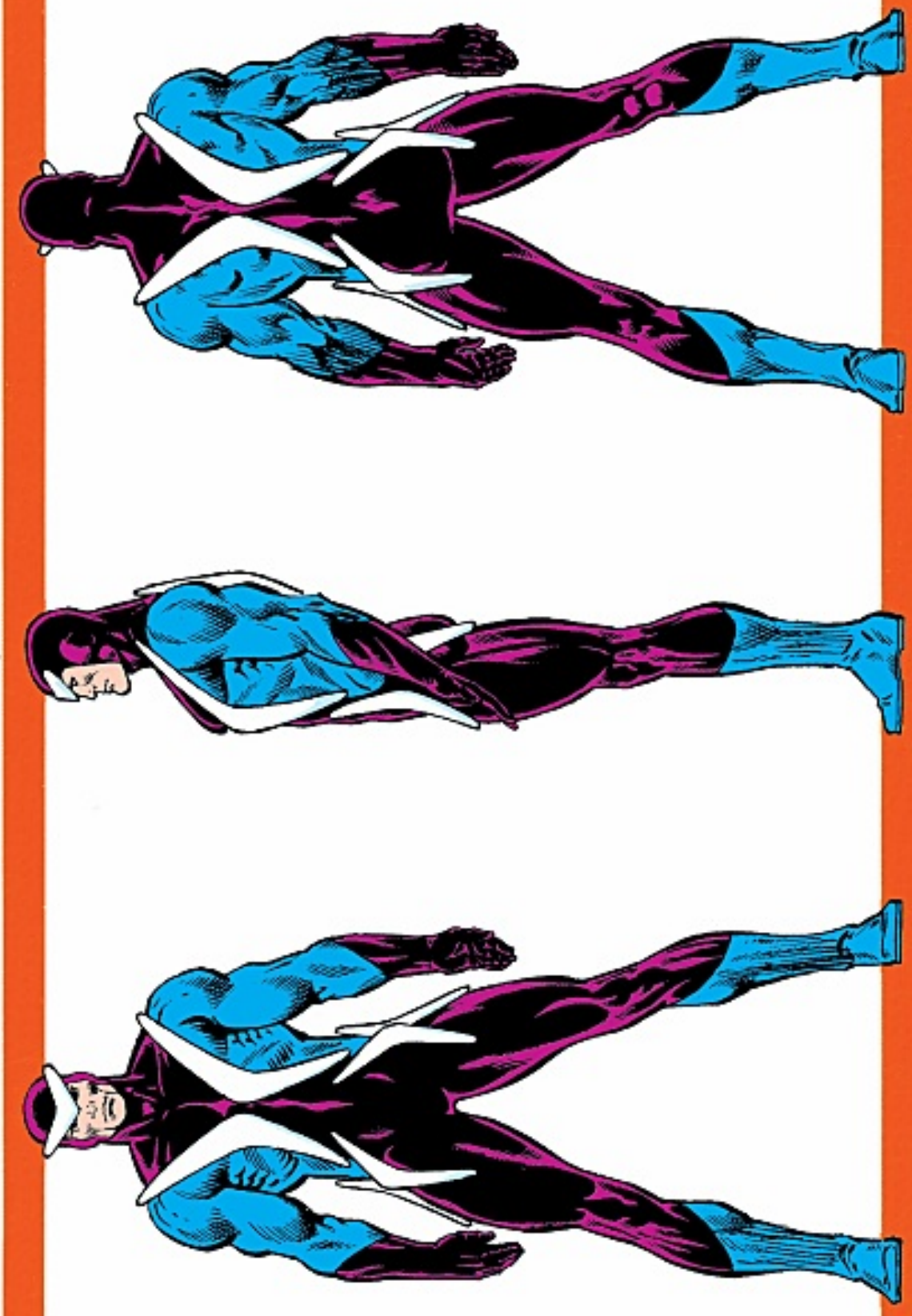
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: X-Force vehicles
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: SECRET WARS II #5
Origin issue: SECRET WARS II #5
Significant issues: SECRET WARS II #5 (taken to Professor Xavier's mansion and into outer space by Beyonder, warned Avengers about him, helped Avengers ambush him); X-FACTOR #11 (worked as thief for Vanisher, agreed to leave his gang and live at X-Factor I headquarters); FALLEN ANGELS #3-8 (rejoined Vanisher's gang, the Fallen Angels); X-FACTOR #22-23 (rejoined X-Factor trainees, captured by the Right, rescued by X-Factor I); X-TERMINATORS #1-4 (as X-Terminator, battled N'astirh's demons); NEW MUTANTS #77 (joined New Mutants); NEW MUTANTS #78 (with New Mutants was transported to Asgard); NEW MUTANTS #89 (first met Cable); NEW MUTANTS #93-94 (captured by Stryfe and the Mutant Liberation Front); NEW MUTANTS #95 (held captive in Genosha by Cameron Hodge); NEW MUTANTS #100 (decided to become member of X-Force); X-FORCE #7, 9 (alongside X-Force, first battled Brotherhood of Evil Mutants V); X-FORCE #16 (defeated in combat by Rogue, taken prisoner by X-Factor II); X-MEN Vol. 2 #15 (jaw broken in combat by Skids)



BOOMERANG™



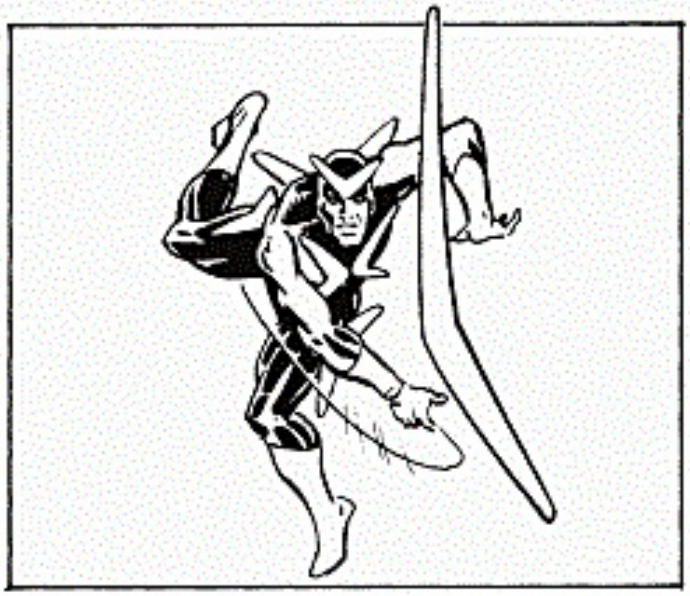
BOOMERANG

BIOGRAPHICAL DATA

Real name: Fred Myers
Other current aliases: Fred Slade
Former aliases: None
Dual identity: Secret
Current occupation: Freelance assassin
Former occupation: Baseball pitcher
Citizenship: United States of America (naturalized)
Legal status: Criminal record in the United States
Place of birth: Alice Springs, Northern Territory, Australia
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Sinister Syndicate (Beetle, Rhino, Hydro-Man, Speed Demon), Blizzard II, Blacklash
Major enemies: The Hulk, Iron Fist, Spider-Man, Hawkeye, Iron Man
Usual base of operations: Mobile
Former bases of operations: Australia
Current group membership: Sinister Syndicate
Former group membership: Unrevealed
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None



POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic streetfighting techniques
Special skills and abilities: The ability to throw small objects with great accuracy
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Light body armor, with a wide variety of hidden pockets and pouches for his smaller,

specialized boomerangs, in addition to attachments for securing the seven larger primary boomerangs; also, body armor is equipped with boot jets which are controlled by mental command through cybernetic circuitry in the cowl, which are capable of two hours of flight at 30 mph before refueling, and generate enough thrust to support the weight of the user plus 100 lbs., and can be used as an offensive weapon when fired at close range

Personal weaponry: A variety of specialized boomerangs, each of which is rigged with special gimmicks, such as explosive "shatterangs" which detonate with a force equivalent to twenty hand grenades; "gasarangs" which release highly concentrated tear gas upon impact; razor-edged "razorangs" capable of slicing through steel; as well as sonic blasting "screamerangs", and whirling "bladarangs" which cut like buzzsaw blades

Special weaponry: Various specialized boomerangs, as necessary

Other accessories: None

Transportation: Often flight via boot jets

Design and manufacture of paraphernalia: Justin Hammer

BIBLIOGRAPHY

First appearance: TALES TO ASTONISH #81

Origin issue: TALES TO ASTONISH #81

Significant issues: TALES TO ASTONISH #81 (accepted employment as agent of Secret Empire after expulsion from career of professional baseball player, battled Hulk); IRON FIST #13 (hired to assassinate Iron Fist; battled Iron Fist); DEFENDERS #64 (hired as part of large group of superhuman criminals employed by Libra of Zodiac; battled Defenders); MARVEL TEAM-UP #83-85 (hired by Viper to participate in plot against SHIELD; battled Spider-Man, Nick Fury, Shang Chi, and the Black Widow); SPECTACULAR SPIDER-MAN #67 (sought to kill Spider-Man in order to impress Kingpin and thereby gain employment; apprehended by police); SPECTACULAR SPIDER-MAN #81 (helped the Punisher escape prison); HULK #294-295 (released from prison; hired by Max Stryker to coerce Bruce Banner into using experimental cancer cure on Stryker; battled Hulk); AMAZING SPIDER-MAN #280-281 (recruited by Jack O'Lantern into Sinister Syndicate, battled Spider-Man, Silver Sable, and Sandman); SPECTACULAR SPIDER-MAN #144-145 (hired by Louis Baxter III to attack yacht, battled Spider-Man); AVENGERS SPOTLIGHT #27 (battled Hawkeye at disguised Loki's instigation); IRON MAN #239 (teamed with Blacklash, Blizzard, and Iron Man, battled Ghost); AMAZING SPIDER-MAN #345 (employed by Justin Hammer, battled Cardiac and Spider-Man); DEADLY FOES OF SPIDER-MAN #1 (participated in Sinister Syndicate's crime spree, vied with Speed Demon for Leila Davis's affections)

BROTHER TODE™

BROTHER TODE

BIOGRAPHICAL DATA

Real name: Tode
Aliases at time of death: None
Former aliases : Unrevealed
Dual identity: None, Brother Tode's existence is not known to the general population of Earth
Occupation at time of death: Ruler of the Deviant Empire
Former occupation: None
Citizenship: Deviant Lemuria
Legal status: Inert, technically dead
Place of birth: Lemuria
Place of death: Olympia, Greece
Cause of death: Molecular rearrangement
Marital status: Married
Known relatives: Vira (wife, deceased), Ranar (son, deceased)
Known confidants: None
Known allies: Lord Ghaur
Major enemies: The Eternals
Base of operations at time of death: "City of Toads," Deviant Lemuria
Former base of operations: Same
Group membership at time of death: None
Former group membership: Royal Family of the Deviants
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 675 lbs.
Eyes: White, no visible pupils
Hair: None
Other distinguishing features: Oversized cranium

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Athlete
Agility: Below normal
Reflexes: Athlete
Fighting skills: Minimal hand-to-hand skills
Special skills and abilities: Great leadership capacity
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Due to the size of his head, Tode has limited mobility and must usually rely on his bearers.
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Synthetic fabric
Personal weaponry: None
Special weaponry: Various, as needed
Other accessories: None
Transportation: Various, as needed
Design and manufacture of paraphernalia: Unrevealed Deviant technicians

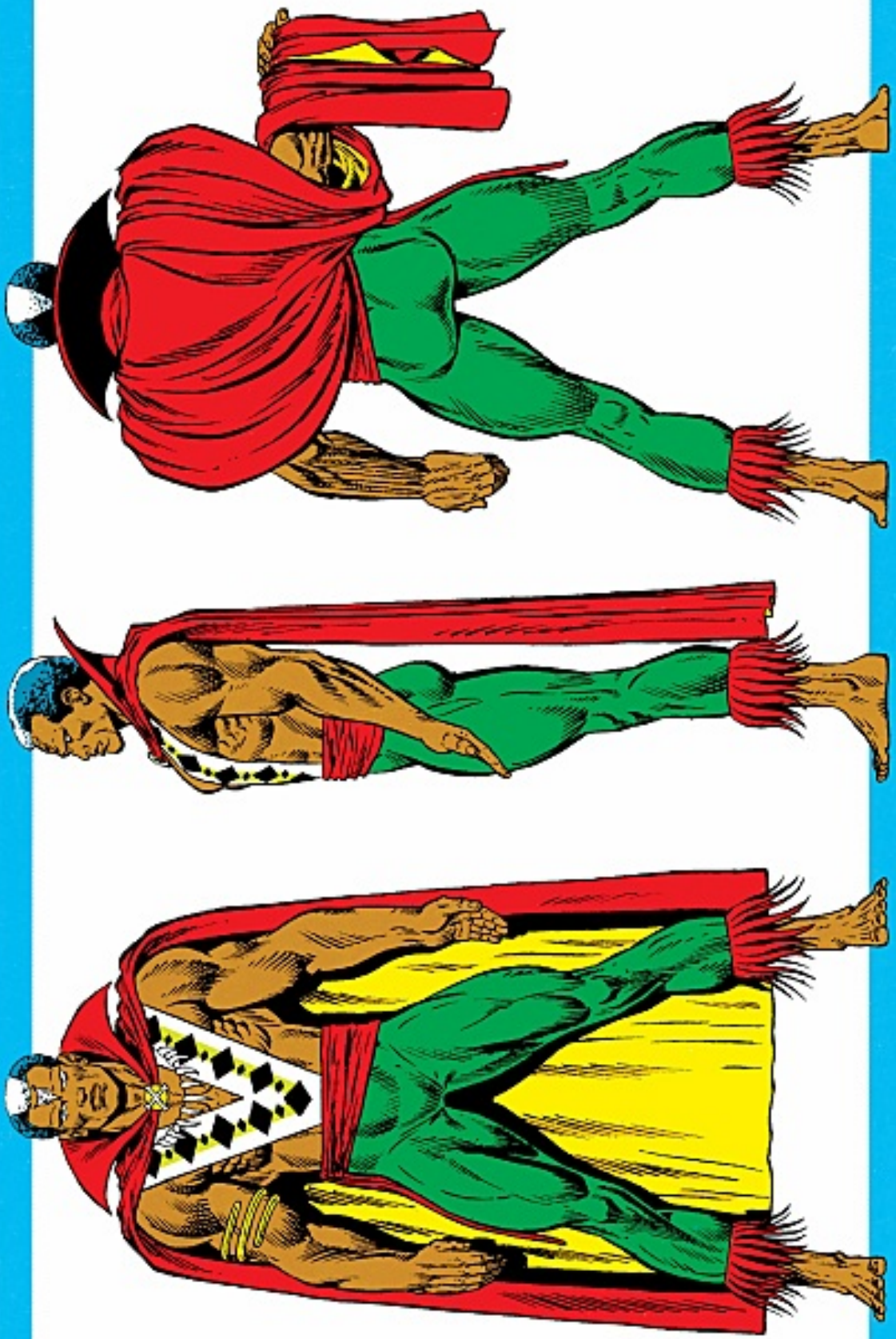
BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #1

Origin issue: Brother Tode's origin has yet to be revealed

Significant issues: ETERNALS Vol. 1 #1 (dispatched Kro to find Celestials' cosmic beacon and destroy it); ETERNALS Vol. 1 #3 (punished Kro when he failed to do so; authorized Kro's attack of New York City); ETERNALS Vol. 1 #8-9 (observed gladiatorial game between Ransak the Reject and Karkas the Mutate, encountered Thena the Eternal); ETERNALS Vol. 1 #10 (in the City of Toads when the Celestial Eson caused it to flood, spared); IRON MAN ANNUAL #6 (ordered and participated in Deviant invasion of the Eternal capital city of Olympia, supervised the distillation of the Eternals' immortality in attempt to ingest it; plan thwarted by Iron Man II and Eternals, defeated); AVENGERS #247 (revealed that Tode and all Deviants who invaded Olympia were atomically transformed into large organic block lowered into Olympia's foundation); AVENGERS #248 (block of Deviants towed by Eternal Unimind into space)

BROTHER VOODOO™



BROTHER VOODOO

BIOGRAPHICAL DATA

Real name: Jericho Drumm
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Houngan (voodoo priest)
Former occupation: Psychologist
Citizenship: Haiti
Legal status: No criminal record
Place of birth: Port-au-Prince, Haiti
Marital status: Single
Known relatives: Daniel (brother, deceased), Matilda (aunt)
Known confidants: (former) Papa Jambo, Bambu, Loralee
Known allies: Doctor Strange, Frank Drake, Morbius, Moon Knight, Rintrah, Spider-Man, Topaz, Werewolf, (former) Midnight II
Major enemies: Marie LeVeau, Doctor Glitternight, false Damballah I and II, Black Talon I, Doctor Friday, Baron Samedi, Mama Limbo, Dramabu, Moondog, Grand Bois, Dark Lord Cult
Usual base of operations: Port-au-Prince, Haiti
Former bases of operations: Unrevealed locations in the United States
Curent group membership: None
Former group membership: None
Extent of education: M.D. in psychology, extensive training in vodu (voodoo) by Papa Jambo

PHYSICAL DESCRIPTION

Height: 6'
Weight: 220 lbs.
Eyes: Brown
Hair: Bald with white streak
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal, (augmented) Peak human
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Untrained but good hand-to-hand combatant
Special skills and abilities: Extensive knowledge of vodu (voodoo), conventional medicine, and psychology
Superhuman physical powers: Can enter a trance-like state where he does not feel the heat from fire and his skin becomes impervious to burning. His strength can be enhanced by his brother's spirit
Superhuman mental powers: Mystic hypnotic ability to control other living beings through power of the loa (spirit-gods of voodoo), most effective over animals and plants. Generally, his hypnotic power cannot affect humans much beyond causing them to stop what

they are doing. Mystic power to control flame. Mystic power to create smoke, through which he can see mystically, accompanied by the sound of drums. Mystic ability to summon the spirit of his deceased brother from within his own body. Can cause his brother's spirit to possess another person's body temporarily, thereby taking complete control of that person's body. Can summon the loa to transport himself and others instantaneously

Special limitations: Can only hypnotically control one person or animal at a time; cannot compel the loa to do his bidding

Source of superhuman powers: Spirit of Daniel Drumm, the loa (spirit-gods of voodoo)

PARAPHERNALIA

Costume specifications: Ordinary fabric

Personal weaponry: Has employed conventional firearms

Special weaponry: None

Other accessories: Wears mystic medallion that serves as a focus of his powers and as a focus for his contact with his personal loas.

Transportation: Can request that the loa transport over distances (limits unknown) instantaneously if they deem it necessary to his mission

Design and manufacture of paraphernalia: Unrevealed

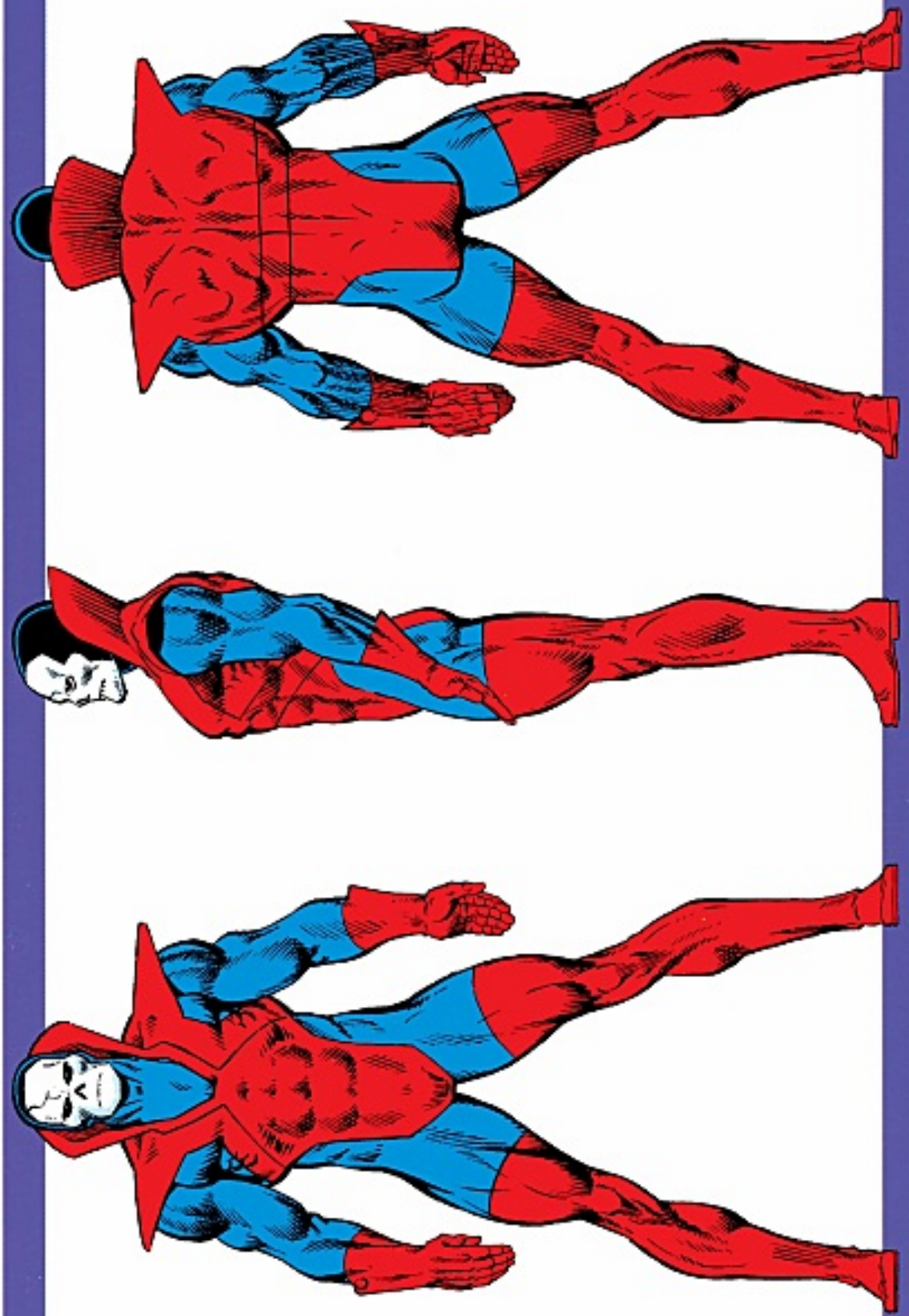
BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #169

Origin issue: STRANGE TALES Vol. 1 #169-170

Significant issues: STRANGE TALES Vol. 1 #169-170 (brother Daniel killed by false Damballah I, studied voodoo with Papa Jambo, became Brother Voodoo, defeated false Damballah I); STRANGE TALES Vol. 1 #171 (defeated scientist "Baron Samedi" and "zombies" created by AIM); STRANGE TALES Vol. 1 #172-173/TALES OF THE ZOMBIE #6 (defeated Black Talon I, Mama Limbo, and Dark Lord Cult); TALES OF THE ZOMBIE #10 (defeated houngan Dramabu); MARVEL TEAM-UP #24 (aided Spider-Man against Moondog); WEREWOLF BY NIGHT #40-41 (aided Werewolf and Topaz against Dr Glitternight); MOON KNIGHT Vol. 1 #21 (aided Moon Knight against Grand Bois and zombies); DOCTOR. STRANGE Vol. 3 #48 (possessed by false Damballah II, freed by Doctor Strange); MOON KNIGHT Vol. 3 (#6-7 (captured and fed "zombi" drug by Doctor Friday, escaped, aided by Moon Knight and Midnight II in defeating Friday); MARVEL SUPER-HEROES Vol. 2 #1 (following alleged death of Bambu, repented misuse of power to possess former girlfriend Loralee); DOCTOR STRANGE Vol. 3 #16-18 (aided Dr. Strange and Morbius in defeating Marie LeVeau)

BROTHERS GRIMM™



BROTHERS GRIMM II

BIOGRAPHICAL DATA

Real name: Percy Grimes and Barton Grimes (brothers)
Other current aliases: None
Former aliases: None known
Dual identity: Known to American legal authorities
Current occupation: Professional criminals
Former occupation: Realtors
Citizenship: United States of America
Legal status: Criminal records in the U.S.
Place of birth: Fresno, California
Marital status: Single
Known relatives: Unnamed father and mother (both deceased)
Known confidants: None
Known allies: The Night Shift (Shroud, Werewolf, Dansen Macabre, Gypsy Moth, Tatterdemalion, Misfit, Needle, Digger, Ticktock), Graviton, Titania, Trapster, Goliath IV
Major enemies: Iron Man II, Power Broker, Hawkeye, Spider-Man, the Chameleon
Usual base of operations: Several bases in Los Angeles, California
Former bases of operations: None
Current group membership: The Night Shift
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: (both) 5' 10"
Weight: (both) 210 lbs.
Eyes: (Percy) Blue, (Barton) Green
Hair: (Percy) Black, (Barton) Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal hand-to-hand combat experience
Special skills and abilities: Moderately skilled businessmen
Superhuman physical powers: Magical ability to conjure from within their costumes a variety of novelty items with special offensive capabilities, such as long strands of nearly unbreakable thread, corrosive-filled eggs, pies filled with blackbirds, paralytic "stardust", and fast-growing bean seeds
Superhuman mental powers: None
Special limitations: It is unknown whether there is any limit to the number or variety of items that can be conjured from the Brothers Grimm costumes.
Source of superhuman powers: Conferred in an as yet unknown manner

by their costumes, once worn by the original Brothers Grimm

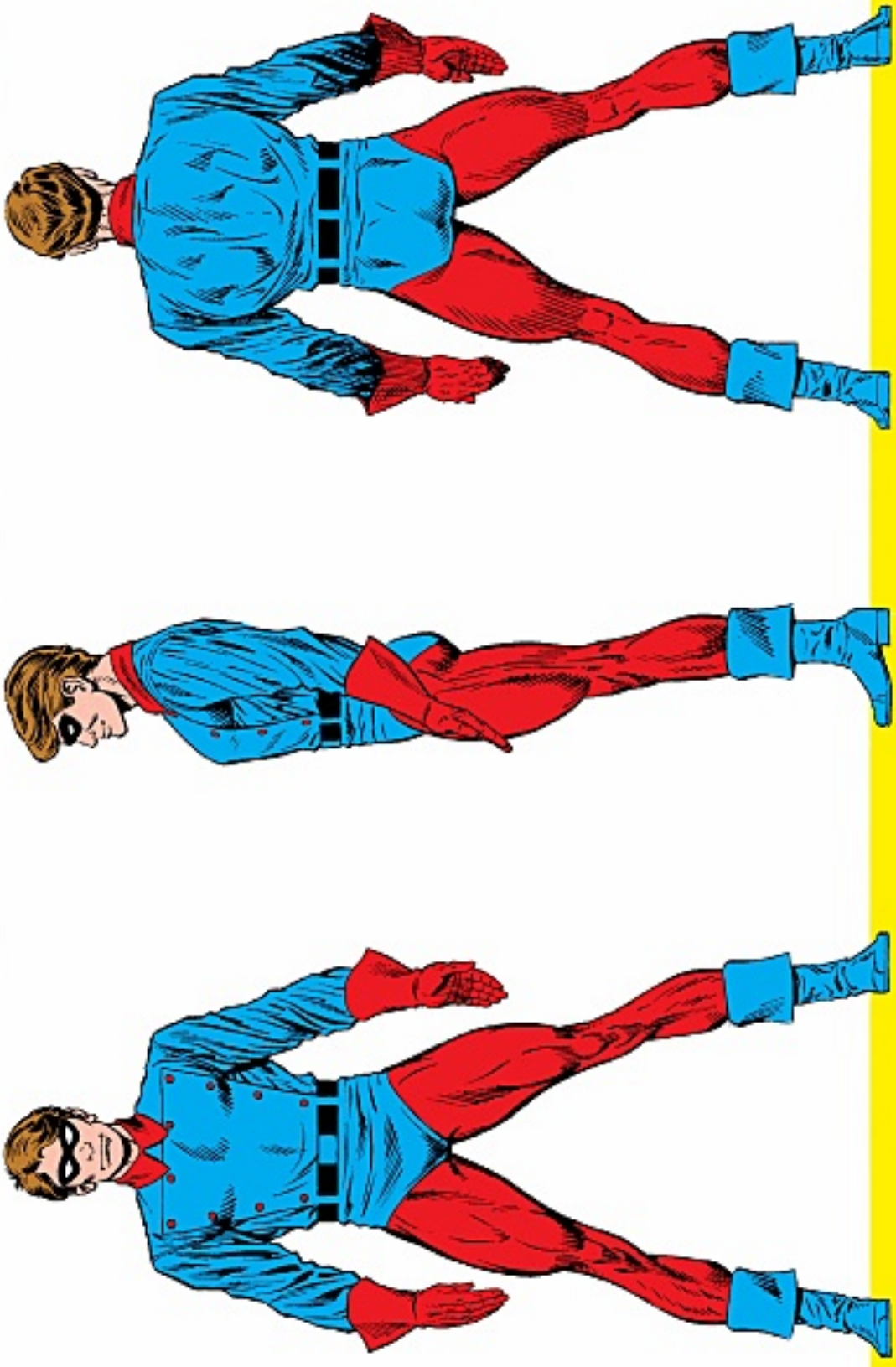
PARAPHERNALIA

Costume specifications: Seemingly ordinary fabric
Personal weaponry: Various novelty items conjured from within their costumes
Special weaponry: None
Other accessories: None
Transportation: Floating five-pointed "stars" and small cloud banks which are somehow solid enough to stand on (origins unknown)
Design and manufacture of paraphernalia: Nathan Dolly

BIBLIOGRAPHY

First appearance: (as Percy and Barton) IRON MAN #187, (as Brothers Grimm) IRON MAN #188
Origin issue: IRON MAN #187-188
Significant issues: IRON MAN #187-188 (discovered the costumes of the original Brothers Grimm in a theatre they owned; as Brothers Grimm II, terrorized restaurant belonging to business rival, battled Iron Man II, in their civilian identities, arrested by police acting on information provided by Tony Stark, who had deduced their identities); CAPTAIN AMERICA #330-331 (joined the Night Shift, teamed with Captain America against the Power Broker and his augmented mutates); SOLO AVENGERS #3 (alongside Night Shift, tested Moon Knight to take over as leader of Night Shift); WEST COAST AVENGERS Vol. 2 #40 (alongside Night Shift, battled West Coast Avengers); AVENGERS SPOTLIGHT #22, 24-25 (attacked Hawkeye in order to collect reward being paid by Crossfire to first person who delivered to him Hawkeye's arm; alongside Crossfire, Mad Dog, Bobcat, Razor Fist, Bullet Biker, and Death Throws, battled Hawkeye, Mockingbird, and Trickshot); SPECTACULAR SPIDER-MAN #159 (during "Acts of Vengeance," freed from prison by the Wizard, battled cosmic-powered Spider-Man, defeated); WEB OF SPIDER-MAN #64-65 (alongside Graviton, Titania, Trapster, and Goliath IV, hired by Chameleon to kill Spider-Man, then tricked into attacking the Kingpin, defeated by Spider-Man); MARVEL COMICS PRESENTS #87 (alongside Mockingbird and Werewolf, helped Shroud defeat street gang); AVENGERS WEST COAST #76-79 (alongside Night Shift, Hangman II, and Satannish, battled Avengers West Coast)

BUCKY™



BUCKY

BIOGRAPHICAL DATA

Real names: (I) James Buchanan "Bucky" Barnes, (II) Frederick "Fred" Davis
Other current aliases: (I) None, (II) None
Former aliases : (both) None
Dual identities: (both) Secret, known to the U.S. government
Occupation at time of death: (I) Adventurer
Current occupation: (II) Unrevealed
Former occupations: (I) Camp Mascot at U.S. Army Camp Lehigh, Virginia, (II) Adventurer, New York Yankees bat-boy
Citizenships: (both) United States of America
Legal status: (both) No criminal record
Places of birth: (I) Shelbyville, Indiana, (II) New York City
Place of death: (I) English Channel
Cause of death: (I) Killed in explosion while trying to disarm a bomb
Marital status: (I) Single; (II) (circa 1940s) Single, (currently) Unrevealed
Known relatives: (I) George M. Barnes, Winifred C. Barnes (parents, deceased), Rebecca P. Barnes Proctor (sister), Ida (aunt, deceased), Mr. Proctor (brother-in-law), unnamed nephew, Scott Proctor (grandnephew), Kimberly Proctor (grandniece); (II) None
Known confidants: (I) Steve Rogers (Captain America I), Toro (deceased); (II) Captain America II (Spirit of '76, deceased), Captain America III (Patriot, deceased)
Known allies: (I) Captain America, the Invaders (Namor the Sub-Mariner, Human Torch I, Toro [deceased], Union Jack I [deceased], Spitfire, Union Jack II [deceased]), Liberty Legion (the Patriot [deceased], Red Raven I [deceased], Whizzer I [deceased], Miss America [deceased], the Thin Man, Jack Frost I, the Blue Diamond), the Kid Commandos (Human Top I, Golden Girl I), the Howling Commandos (Nick Fury, "Dum Dum" Dugan, "Rebel" Ralston, Izzy Cohen, Gabe Jones, Dino Manelli, Percy Pinkerton); (II) Captain America II (deceased), Captain America III (deceased), the All-Winners Squad (Namor the Sub-Mariner, Human Torch I, Toro [deceased], Whizzer I [deceased], Miss America [deceased], the Blonde Phantom)
Major enemies: (I) Adolf Hitler (deceased), the Red Skull, Baron Zemo I (deceased), Agent Axis (deceased), Brain Drain, the Super-Axis (Master Man I, Warrior Woman, U-Man, Baron Blood I (deceased), Lady Lotus); (II) The Red Skull, Isbisa, Adam II (deceased), Futureman, Madame Death
Usual base of operations: (I) European Theater Of Operations, World War II, circa 1940-1945, (II) Pacific Theater Of Operations, World War II, circa 1945-1947; unrevealed thereafter
Former bases of operations: (I) U.S Army Camp Lehigh, Virginia, (II) New York City (circa 1930s and early 1940s)
Current group membership: (II) None

Former group membership: (I) The Invaders, the Kid Commandos, (II) All-Winners Squad
Extent of education: (I) High school, (II) Presumed high school graduate

PHYSICAL DESCRIPTION

Height: (both) 5' 7"
Weight: (both) 140 lbs.
Eyes: (I) Brown, (II) Blue
Hair: (I) Red-brown, (II) Red-blonde (dyed red-brown in costumed identity)
Other distinguishing features: (I) None, (II) Facial freckles (covered with stage makeup in costumed identity)

POWERS AND ABILITIES

Intelligence: (both) Normal
Strength: (both) Athlete
Speed: (both) Athlete
Stamina: (both) Athlete
Durability: (both) Athlete
Agility: (both) Athlete
Reflexes: (both) Athlete
Fighting skills: (I) Excellent hand-to-hand combatant, intensive training by Captain America in combat gymnastics, (II) Fair hand-to-hand combatant, received training by Captain America II and III
Special skills: (I) Skilled marksman, olympic level athlete; (II) Skilled athlete, amateur baseball player
Superhuman physical powers: (both) None
Superhuman mental powers: (both) None
Special limitations: (both) None
Source of superhuman powers: (both) Inapplicable

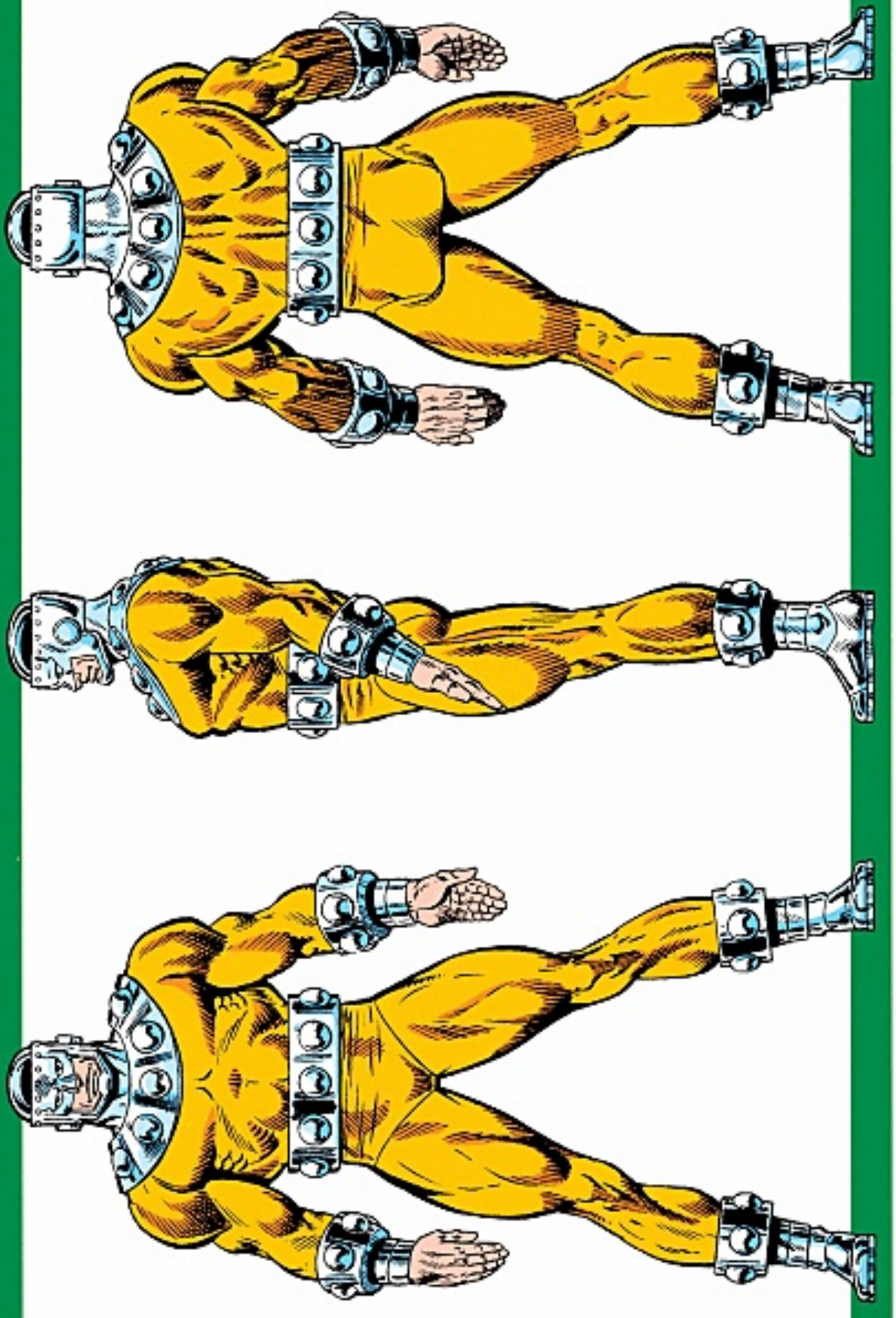
PARAPHERNALIA

Costume specifications: Bulletproof fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: (costume) Unrevealed

BIBLIOGRAPHY

First appearance: (I) (historic) CAPTAIN AMERICA COMICS #1, (modern) AVENGERS #4; (II) MARVEL PREMIERE #30
Origin issue: (I) CAPTAIN AMERICA COMICS #1, TALES OF SUSPENSE #63, ADVENTURES OF CAPTAIN AMERICA #3-4, (II) WHAT IF Vol. 1 #4
Significant issues: ADVENTURES OF CAPTAIN AMERICA #3-4 (I: in 1940, helped Captain America battle the Red Skull, became Captain America's partner); GIANT-SIZE INVADERS #1 (I: helped form the Invaders, battled Master Man I); AVENGERS #56 (in 1945, alongside Captain America, battled Baron Zemo I, killed in bomb explosion)

BULLDOZER™



BULLDOZER

BIOGRAPHICAL DATA

Real name: Henry Camp
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: U.S. Army master sergeant
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Topeka, Kansas
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Wrecking Crew (Wrecker, Piledriver, Thunderball); Masters of Evil IV (Baron Zemo II, Tiger Shark, Mr. Hyde, Goliath IV, the Fixer, Moonstone II, Blackout I, Yellowjacket II, Absorbing Man, Titania II, Screaming Mimi, Grey Gargoyle)
Major enemies: Thor, the Avengers, Hercules
Usual base of operations: New York City
Former bases of operations: None
Current group membership: The Wrecking Crew
Former group membership: Masters of Evil IV
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 325 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Normal
Stamina: Enhanced human
Durability: Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Basic U.S. Army training in hand-to-hand combat; usually uses helmeted head for butting
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Asgardian magic

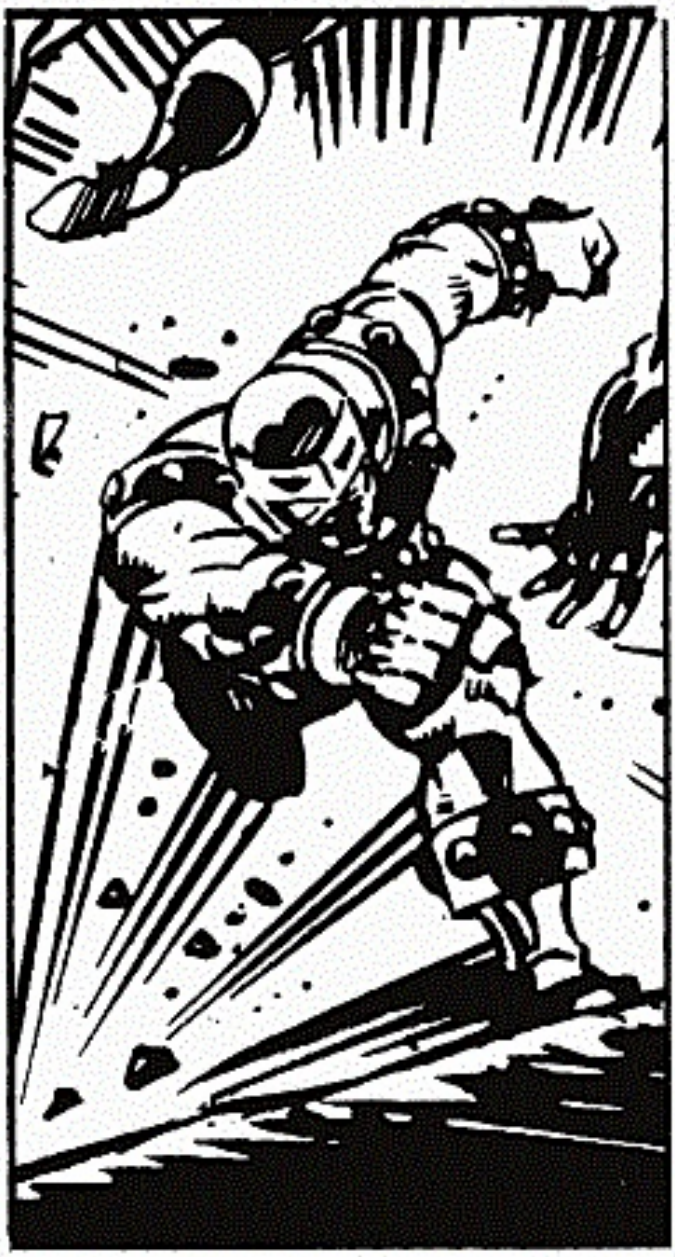
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Magical teleportation via

the Wrecker's crowbar
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: DEFENDERS #17
Origin issue: DEFENDERS #18
Significant issues: DEFENDERS #17-19 (gained superhuman powers from the Wrecker, battled Defenders alongside Wrecking Crew while attempting to locate Gamma Bomb); IRON FIST #11-12 (battled Captain America and Iron Fist alongside the Wrecking Crew while trying to lure Thor into battle); THOR #304 (battled Thor alongside the Wrecking Crew); MARVEL SUPER-HEROES SECRET WARS #1-12 (taken to the Beyonder's Battleworld with the rest of the Wrecking Crew and various other criminals, battled the Avengers, X-Men, Fantastic Four, and others); SPECTACULAR SPIDER-MAN #125 (battled Spider-Man and Spider Woman II alongside the Wrecking Crew); AVENGERS #273-277 (joined the Masters of Evil IV alongside the Wrecking Crew, took over Avengers Mansion, defeated Hercules, drained of powers by Thor); SPECTACULAR SPIDER-MAN #126 (freed from prison by Wrecker, but did not regain superhuman powers; defeated by Spider-Man and Spider-Woman II); THOR #418; 426-430 (with Wrecking Crew, freed Wrecker and Ulik from police custody; regained powers, battled Hercules and Thor; battled Thor, Excalibur, and Code: Blue; battled Thor and Ghost Rider II; powers drained by Loki)
Note: Henry Camp is not to be confused with the artificial life-form called the Bulldozer created by Modok in CAPTAIN AMERICA #133.



BULLET™

BULLET

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Mercenary
Former occupation: United States covert activities agent
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: Lance (son)
Known confidants: None
Known allies: Typhoid Mary
Major enemies: Daredevil
Usual base of operations: New York City area
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: An unnamed intelligence agency of the United States government
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 11"
Weight: 390 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human

Agility: Athlete
Reflexes: Athlete
Fighting skills: Hand-to-hand combat training from U.S. government
Special skills and abilities: Unrevealed
Superhuman physical powers: In addition to the traits listed above, Bullet appears to have an immunity to toxic chemical waste.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Unrevealed

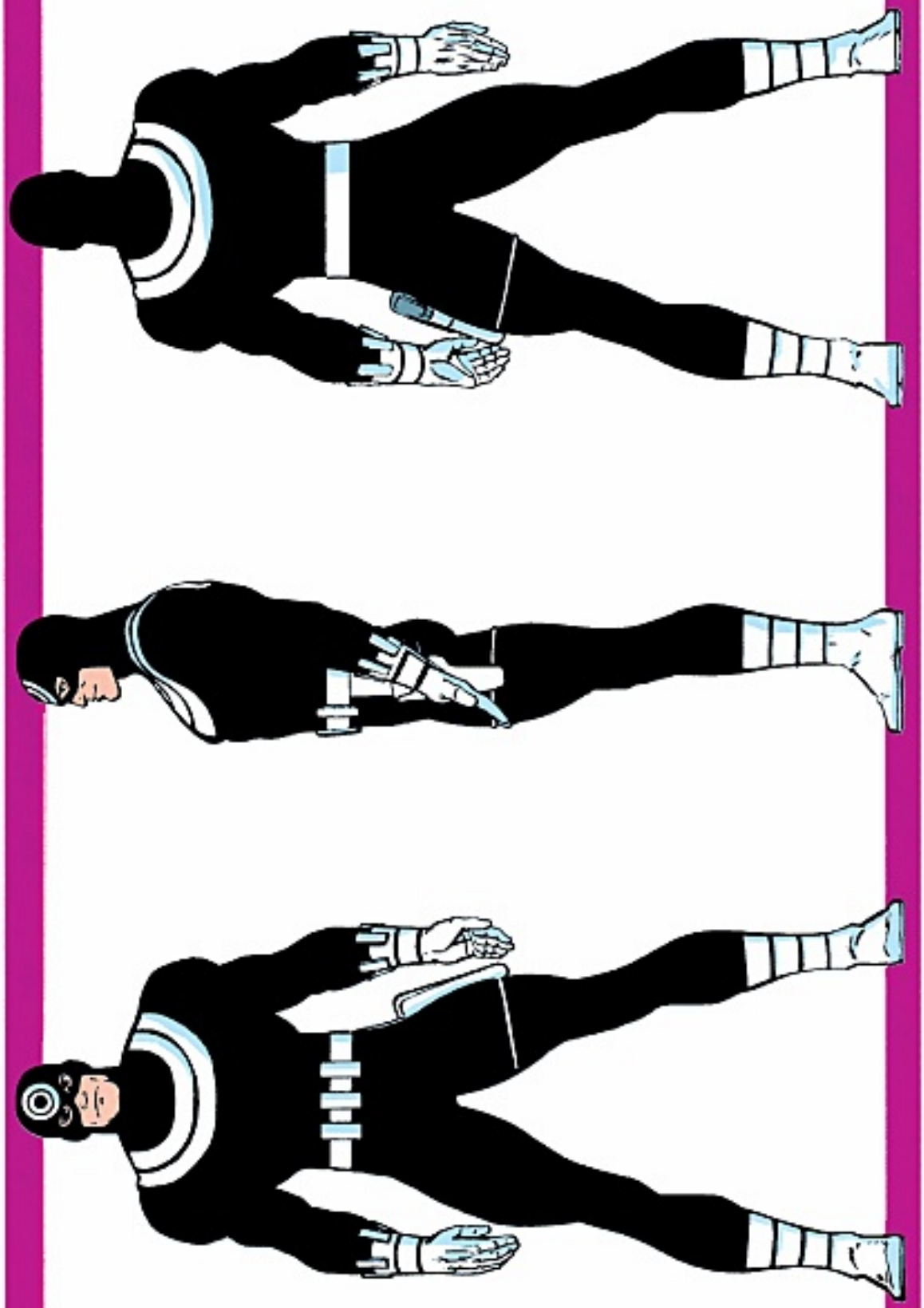
PARAPHERNALIA

Costume specifications: Synthetic fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various conventional
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: DAREDEVIL #250
Origin issue: Bullet's origin is as yet unrevealed
Significant issues: DAREDEVIL #250-251 (directed by government officials to assist in terrorist activities against environmentalists; first battled Daredevil); DAREDEVIL #259-260 (hired by Typhoid Mary to battle Daredevil); DAREDEVIL #267 (battled Daredevil, mistakenly thinking Daredevil was a threat to his son); DAREDEVIL #291 (sent by the Kingpin to retrieve contractor's map, encountered and was defeated by Daredevil); VAULT GRAPHIC NOVEL (among superhuman criminals who tried to escape from the Vault, a prison for superhumans)

BULLSEYE™



BULLSEYE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Benjamin Pondexter
Former aliases: Daredevil
Dual identity: Secret
Current occupation: Assassin, professional thief
Former occupation: Baseball pitcher, mercenary, extortionist
Citizenship: United States of America
Legal status: Criminal record in the U. S.
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: None
Major enemies: Daredevil, Elektra, Captain America, Crossbones
Usual base of operations: New York City
Former bases of operations: None
Current group membership: None
Former group membership: Former member of Eric Slaughter's criminal organization
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: (before Adamantium implants) 175 lbs., (after implants) 200 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Athlete
Speed: Athlete
Stamina: Peak human
Durability: Athlete; much of Bullseye's skeleton has been reinforced with Adamantium, making it virtually unbreakable
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Mastery of a wide variety of hand-to-hand combat techniques
Special skills and abilities: Ability to use any object as a weapon, nearly superhuman ability to aim thrown objects, mastery of all known hand weaponry
Superhuman physical powers: None
Superhuman mental powers: At least for a short time, Bullseye was able to sense Daredevil's presence psychically.
Special limitations: Bullseye is certifiably insane.
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Body armor (kevlar)
Personal weaponry: Handguns, knives, shuriken (throwing stars), whips, sais, darts, plastic explosives; ordinary objects Bullseye has used as improvised weapons include playing cards, pens, pencils, vases, hairbrushes, golf balls,

paper airplanes, and even one of his own teeth

Special weaponry: Various, as necessary

Other accessories: None

Transportation: Various

Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

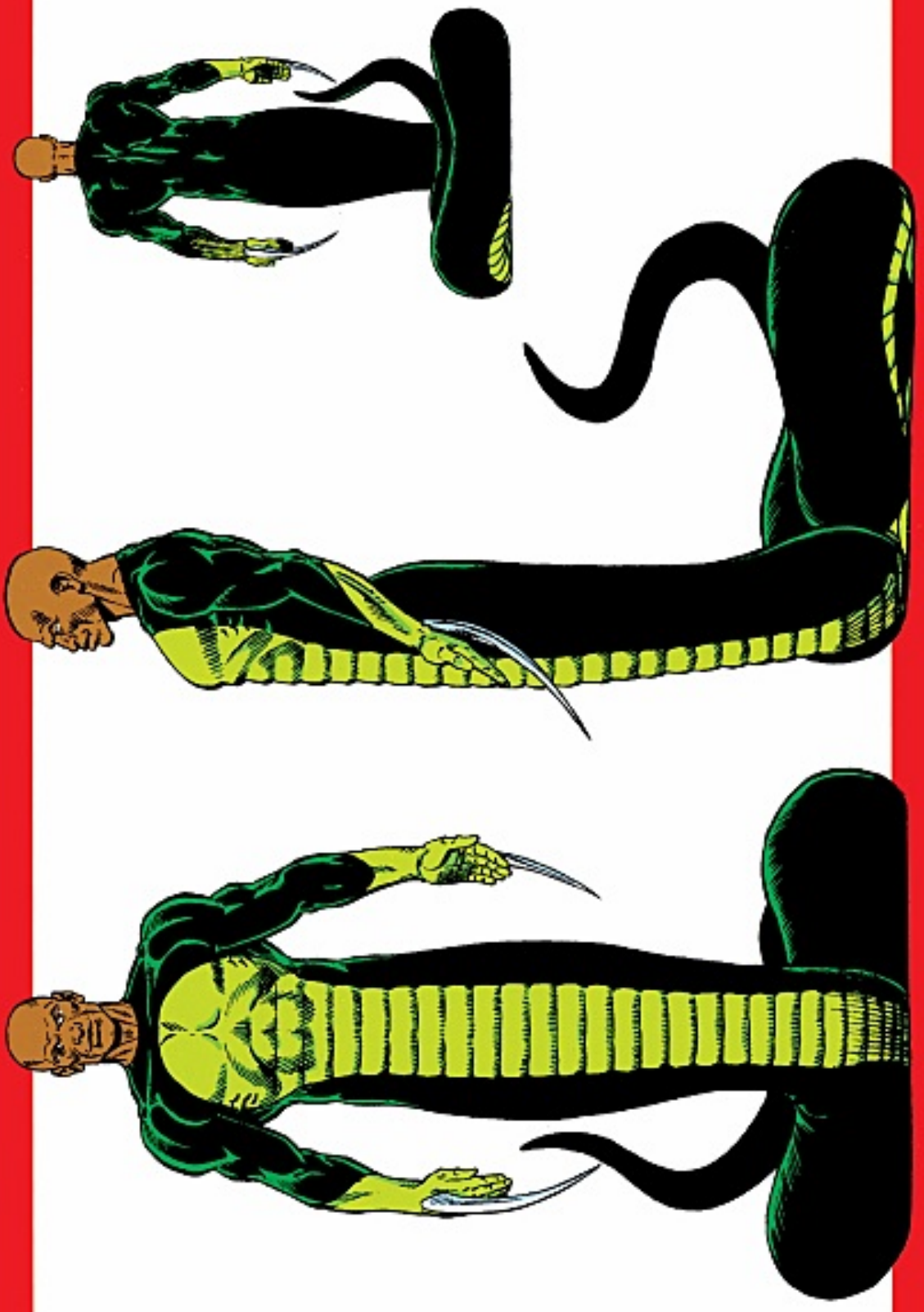
First appearance: DAREDEVIL #131

Origin issue: DAREDEVIL #131

Significant issues: DAREDEVIL #131-132 (first battled Daredevil); DAREDEVIL #141 (battled Daredevil); DAREDEVIL #146 (hired by Maxwell Glenn to kill Daredevil, defeated by Daredevil on live television); DAREDEVIL #160-161 (joined Eric Slaughter's gang, kidnaped Black Widow, battled Daredevil); DAREDEVIL #169 (went insane due to brain tumor); DAREDEVIL #171-172 (worked as Kingpin's chief assassin); DAREDEVIL #181 (killed Elektra, fell during fight with Daredevil, breaking many of his bones); DAREDEVIL #196-197, 199 (taken to Japan where Lord Dark Wind reinforced much of his skeleton with Adamantium); DAREDEVIL #200 (battled Daredevil in effort to regain position of chief assassin for Kingpin); CAPTAIN AMERICA #372 (escaped prison); CAPTAIN AMERICA #373-374 (battled Captain America); CAPTAIN AMERICA #377 (battled Crossbones in vain attempt to assassinate the Red Skull to regain position with Kingpin); DAREDEVIL #284 (encountered amnesiac Daredevil); DAREDEVIL #285-289 (impersonated Daredevil while conducting robberies); DAREDEVIL #290 (Daredevil, his memory regained, reclaimed his costumed identity, battled and defeated Bullseye)

Note: In the ELEKTRA LIVES AGAIN Graphic Novel, Bullseye is beheaded by Elektra. Whether this takes place in an alternate past, present, or future has yet to be disclosed.

BUSHMASTER™



BUSHMASTER

BIOGRAPHICAL DATA

Real name: Quincy McIver
Other current aliases: None
Former aliases: None
Dual identity: Known to the American legal authorities
Current occupation: Professional criminal and mercenary
Former occupation: Arms smuggler
Citizenship: Unrevealed
Legal status: No criminal record (arrested twice but charges dropped first time and was freed due to lack of evidence the second time)
Place of birth: Unidentified Caribbean island
Marital status: Single
Known relatives: John Bushmaster (aka John McIver, brother, deceased)
Known confidants: Marvin Senescu (lawyer), (former) John Bushmaster
Known allies: Serpent Society, (former) Diamondback, Sidewinder
Major enemies: Captain America, Viper II, (former) Modok
Usual base of operations: New York City
Former bases of operations: Unnamed Caribbean island; Serpent Citadel, upstate New York; Serpent Society headquarters, the Bronx, New York
Current group membership: Serpent Society
Former group membership: Herve Argosy's gun smuggling ring
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 18' 1/2" (from head to trail)
Weight: Unrevealed
Eyes: Brown
Hair: Black, shaves head bald
Other distinguishing features: Bushmaster is a quadriplegic with artificial cyborg arms and an artificial, snake-like tail that extends approximately 14 feet from his lower abdomen, to which it is permanently attached.

POWERS AND ABILITIES

Intelligence: Normal
Strength: (upper body) Normal, (tail) Superhuman Class 40
Speed: Peak human
Stamina: Peak human
Durability: Athlete
Agility: Below normal (due to tail)
Reflexes: Athlete
Fighting skills: Formidable hand-to-hand combatant, relies not on skill but on his fang-like weapons and the constricting strength of his tail
Special skills and abilities: None known
Superhuman physical powers: Other than the above attributes, Bushmaster possesses a long, snake-like, superhumanly strong bionic tail that enables him to move and strike at superhuman speed. By rapid muscular contractions along the length of his tail, Bushmaster can move at speeds up to 40 miles per hour. By wrapping his

tail into a tight coil and making a sudden lunging motion, he can move 18 1/2 feet in under two seconds. The bionic motors in his artificial arms and tail respond to his nerve impulses.

Superhuman mental powers: None

Special limitations: Bushmaster is a quadriplegic with artificial limbs; although he can move rapidly, his tail limits his agility.

Source of superhuman powers: Bionic prosthetic limbs and tail attached through surgery

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

Personal weaponry: Two 6-inch "fangs" strapped to the back of each of his hands. The fangs are needle-sharp at the tips and contain a fast-acting poison derived from snake venom.

Special weaponry: None

Other accessories: None

Transportation: Serpent-Saucer

Design and manufacture of paraphernalia: (bionics) Roxxon Oil Company, Brand Corporation, (saucer) Advanced Idea Mechanics

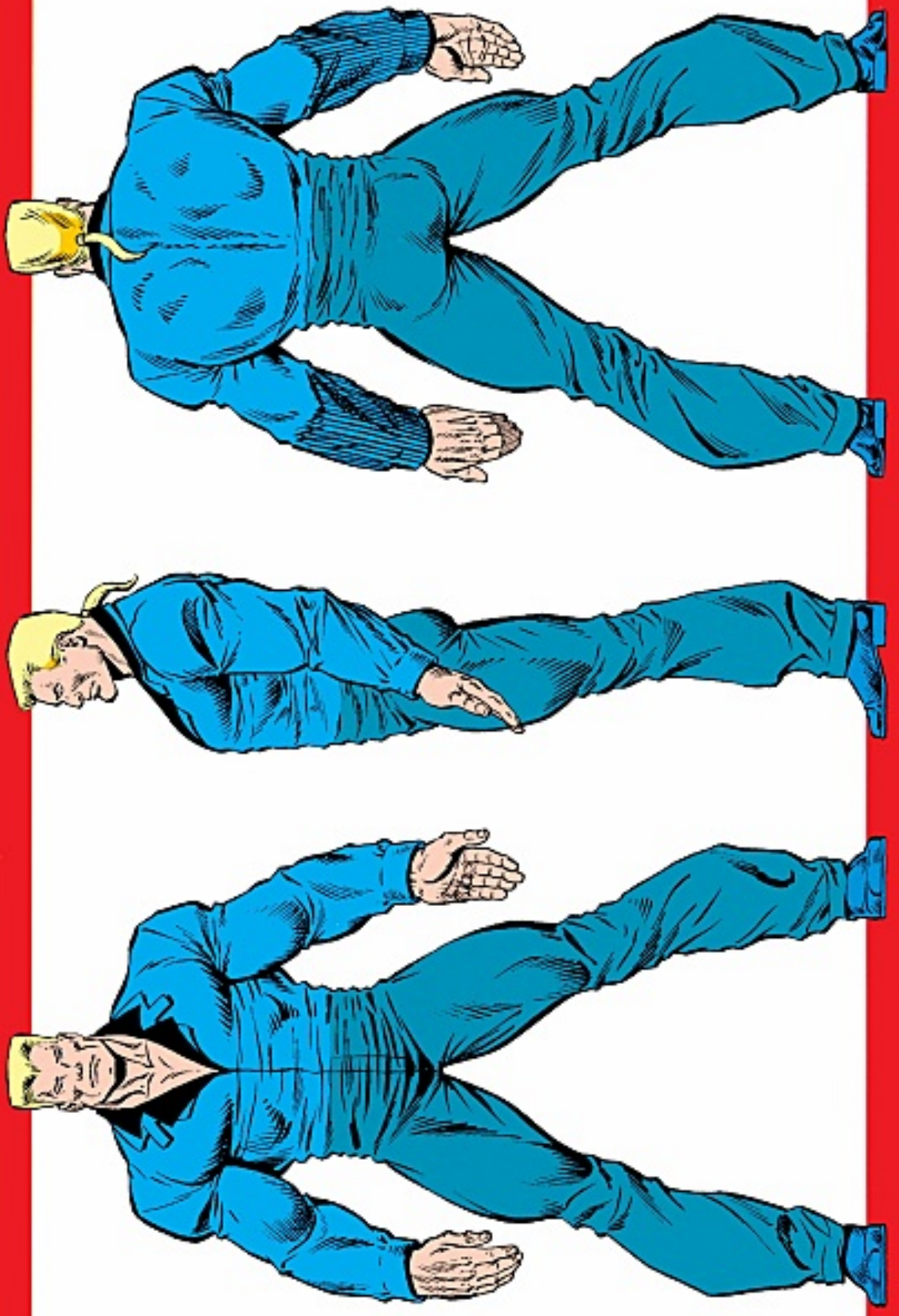
BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #310

Origin issue: CAPTAIN AMERICA ANNUAL #10

Significant issues: CAPTAIN AMERICA #310-311 (joined Serpent Society); CAPTAIN AMERICA #312-313 (with other Serpent Society members, hired by AIM to hunt down Modok; bionic arms severed by Modok during battle, life saved by Diamondback); CAPTAIN AMERICA #319 (received new bionic arms); CAPTAIN AMERICA #341-342 (refused to join Viper II's takeover of Serpent Society, poisoned by Viper II, saved by Captain America and Diamondback); UNCANNY X-MEN ANNUAL #13 (participated in Serpent Society mission to recover mystic objects for Ghaur and Llyra, withdrew from battle against X-Men to repay debt to Diamondback); CAPTAIN AMERICA #380-382 (voted to spare Diamondback's life during Serpent Society's trial of her; alongside the Serpent Society, battled Captain America, Paladin, and Diamondback; taken into police custody); CAPTAIN AMERICA ANNUAL #10 (released from the Vault)

BUSHWACKER™



BUSHWACKER

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None known
Dual identity: Secret
Current occupation: Mutant hunter, assassin
Former occupation: Priest; agent of the CIA
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Married
Known relatives: Marilyn (wife)
Known confidants: None
Known allies: Typhoid Mary
Major enemies: Daredevil, the Punisher, Wolverine, Mecha Doom
Usual base of operations: Hell's Kitchen, New York City
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: Central Intelligence Agency of the United States
Extent of education: Seminary school graduate

PHYSICAL DESCRIPTION

Height: 6'
Weight: 225 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: The right side of Bushwacker's face is marred by extensive scar tissue from burns received in battle with Daredevil.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: CIA hand-to-hand combat techniques
Special skills and abilities: Familiarity with the workings of international intelligence agencies and their methods
Superhuman physical powers: Bionic right arm (see Personal weaponry)
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Bionic technology

PARAPHERNALIA

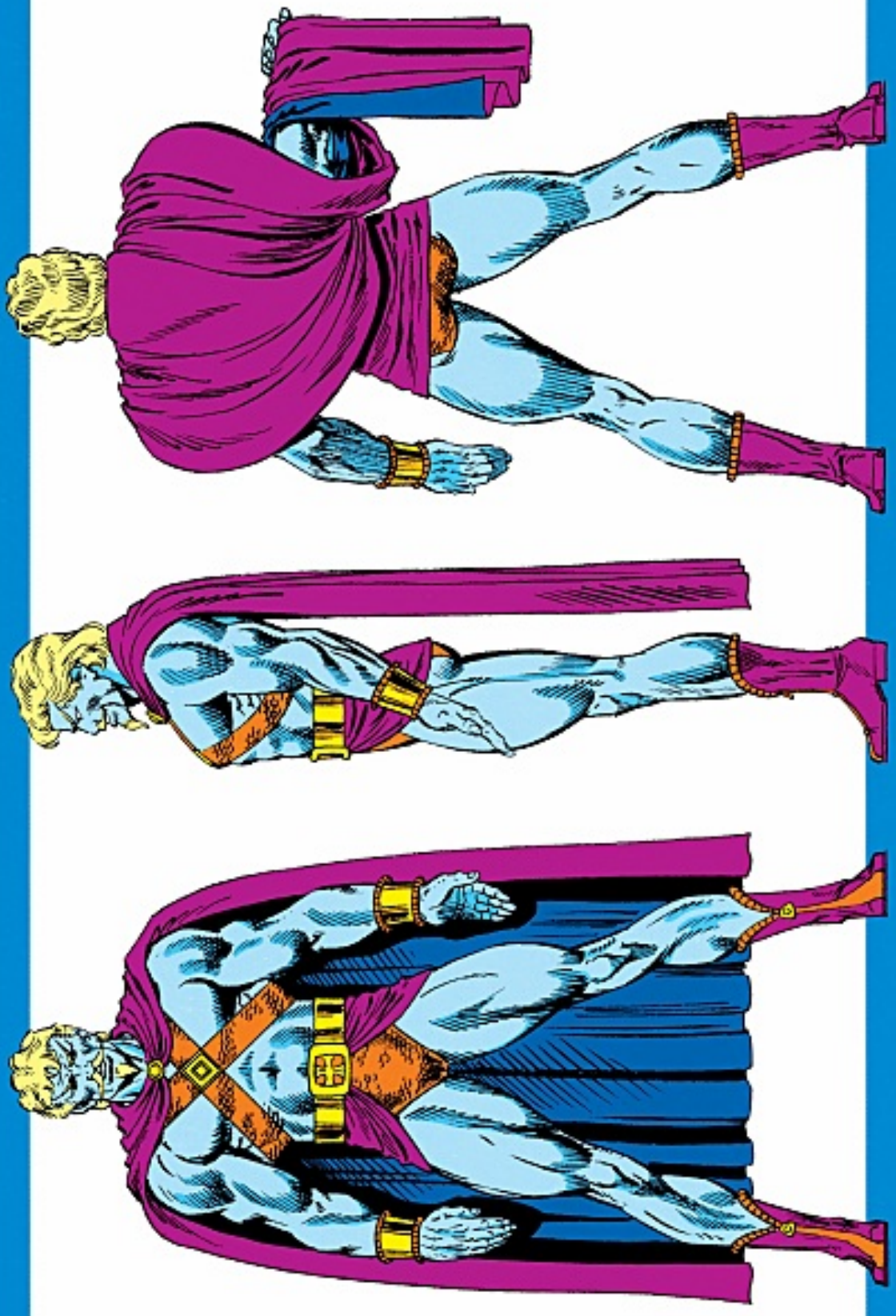
Costume specifications: Ordinary fabric
Personal weaponry: Bushwacker's right arm has been altered bionically so that it can function as a gun. He can fire bullets from his index finger as if his hand were a pistol. Using his left hand he can alter the configuration of his right arm, allowing it to function in several modes which replicate the effects of a number of weapons, including a machine gun and a shotgun.

The prosthetic gun's exact mechanism and how it was implanted have yet to be revealed.
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: DAREDEVIL #249
Origin issue: Bushwacker's origin is as yet unrevealed.
Significant issues: DAREDEVIL #249 (revealed as the killer behind the execution-style slayings of several mutants, battled Daredevil); DAREDEVIL #259-260 (among criminals and assassins hired by Typhoid Mary to battle Daredevil); PUNISHER WAR JOURNAL #12-13 (hired by Kingpin to kill Punisher; previous life as a priest, and obsession with the expiation of guilt revealed; battled Punisher, deserted by wife, seemingly died); DAREDEVIL ANNUAL #5 (killed informant Patrick Nidetz, refused to carry out assignment to murder reporter Ben Urich, apparently responsible for murder of druglord Nick Lambert); DEATHLOK #5 (freed by Deathlok II from captivity by Mecha Doom)

BYRRAH™



BYRRAH

BIOGRAPHICAL DATA

Real name: Byrrah
Other current aliases: None
Former aliases: None
Dual identity: None; Byrrah's existence is know to few surface-dwellers
Current occupation: Member of Atlantean royalty, warrior
Former occupation: None
Citizenship: Atlantis, Deluvia
Legal status: Criminal record in Atlantis, former exile, pardoned
Place of birth: Atlantean Antarctic settlement
Marital status: Single
Known relatives: Thakorr (grandfather, stepfather, deceased), Brynn (mother, deceased), Fen (cousin, stepsister, deceased), Namor, Namorita, Dara, Arkus (cousins), Namora, Dorma (cousins, deceased)
Known confidants: None
Known allies: (former) Krang, Attuma, Dr. Lemuel Dorcas (deceased), Llyra, the Badoon
Major enemies: Namor the Sub-Mariner, Namorita, Attuma
Usual base of operations: Atlantis City, Atlantis and Deluvia
Former bases of operations: Atlantean Antarctic settlement
Current group membership: None
Former group membership: Royal family of Atlantis
Extent of education: College graduate (Atlantean equivalent)

PHYSICAL DESCRIPTION

Height: 6'
Weight: 280 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: Pointed ears and blue skin, indicative of *Homo mermanus.*

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Normal
Water speed: Enhanced human
Stamina: Enhanced human, (on land) Athlete
Durability: Enhanced human
Agility: Enhanced human, (on land) Athlete
Reflexes: Enhanced human, (on land) Athlete
Fighting skills: Master of all forms of Atlantean armed and unarmed combat
Special skills and abilities: Master planner and strategist, experienced politician
Superhuman physical powers: Aside from the above listed attributes, Byrrah has the ability to survive underwater for indefinite periods, ability to see clearly in the murky depths
Superhuman mental powers: None
Special limitations: Cannot survive out of

water for more than 9 minutes without artificial aid

Source of superhuman powers: Member of the evolutionary offshoot of the human race known as *Homo mermanus*.

PARAPHERNALIA

Costume specifications: Conventional Atlantean military or normal attire with protective battle helmet

Personal weaponry: Sword, battleaxe

Special weaponry: Power-pike (fires bolts of electrical energy)

Other accessories: A water-filled breathing helmet or lightweight aqua-mask for operating on land

Transportation: Swimming under own power or various underwater craft

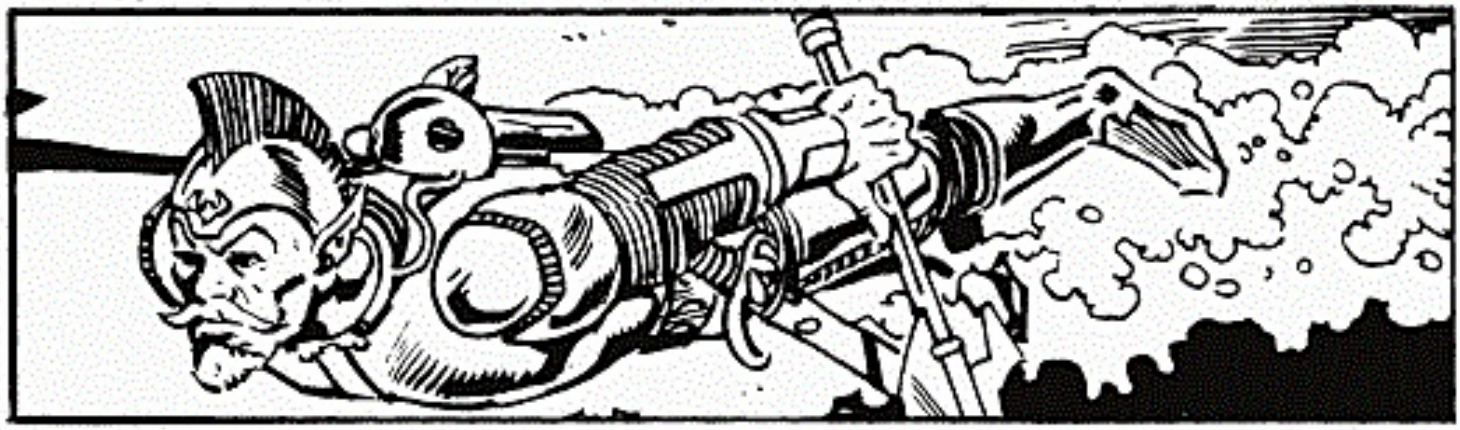
Design and manufacture of paraphernalia: Unidentified Atlantean technicians and armorers

BIBLIOGRAPHY

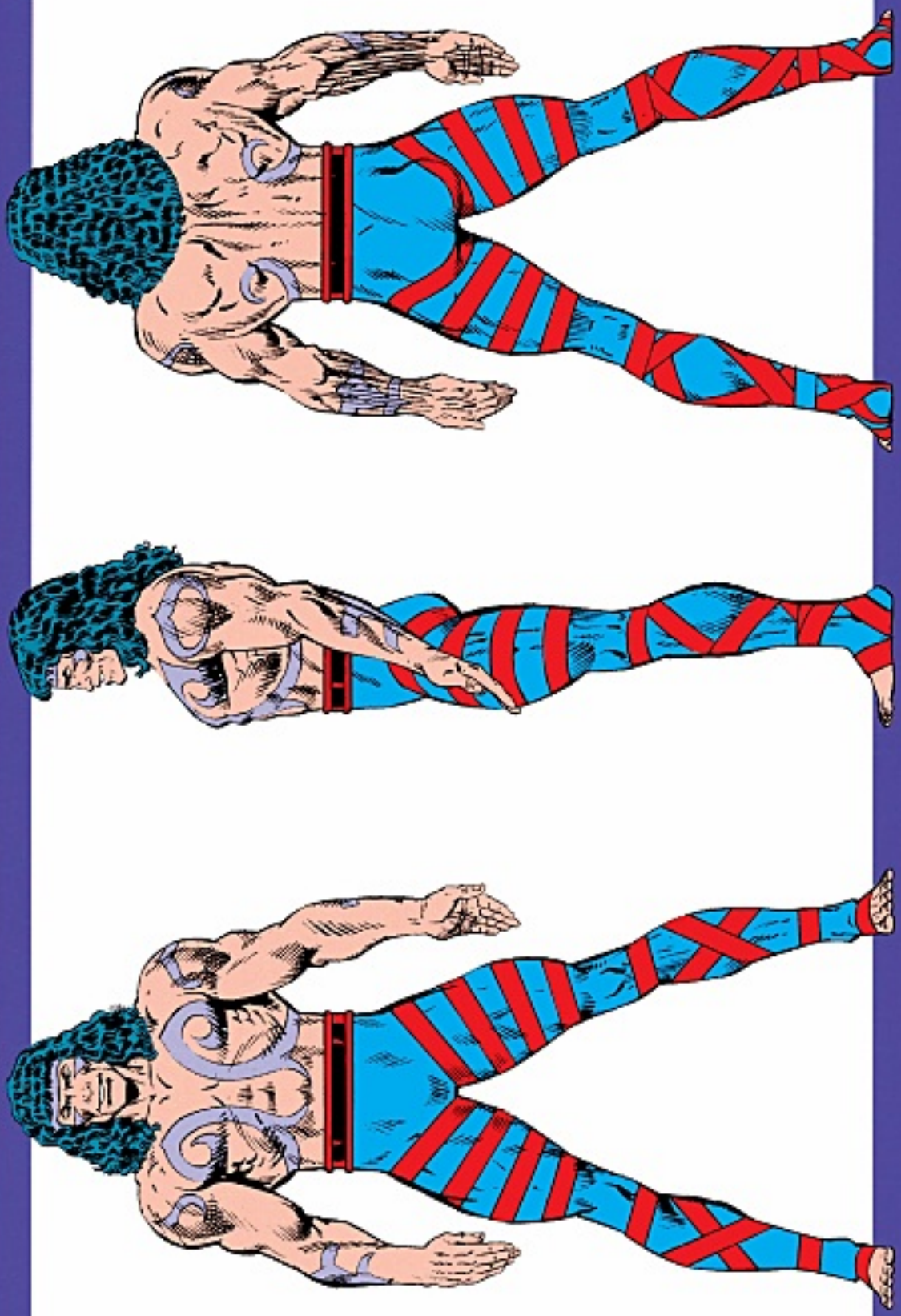
First appearance: YOUNG MEN #28

Origin issue: TALES TO ASTONISH #90

Significant issues: SAGA OF THE SUB-MARINER #2 (began childhood rivalry with Namor); SAGA OF THE SUB-MARINER #5 (vied with Namor for Atlantean throne when Emperor Thakorr was injured); TALES TO ASTONISH #90-91 (used mind-control device to force Atlanteans to choose him as ruler and exile Namor, formed alliance with Krang and Attuma, defeated by Namor, exiled from Atlantis); SUB-MARINER #33 (with Krang and Dr. Dorcas, unsuccessfully attempted to turn Atlantean public sentiment against Namor); SUB-MARINER #50-51 (formed alliances with Llyra and the Badoon, battled Namor and Namorita); ALPHA FLIGHT #36/ AVENGERS #270 (brought word to Namor of Attuma's takeover of Atlantis); ALPHA FLIGHT #38 (alongside Namor, battled Attuma's forces, defeated); ALPHA FLIGHT #39/AVENGERS #272 (alongside Alpha Flight, aided Namor and the Avengers against Attuma); ALPHA FLIGHT #40 (with fellow Atlanteans, helped Namor establish new kingdom of Deluvia)



CABER™



CABER

BIOGRAPHICAL DATA

Real name: Caber
Other current aliases: None known
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Caber's existence except as a mythological character
Current occupation: Warrior
Former occupation: Unrevealed
Citizenship: Realm of Avalon
Legal status: No criminal record
Place of birth: Unrevealed, presumably Avalon
Marital status: Single
Known relatives: None
Known confidants: Leir
Known allies: Leir, Dagda, Thor I, Hercules, the Celtic gods
Major enemies: The Fomorians (also known as the Fomor), Seth, Surtur, Ymir
Usual base of operations: Avalon
Former bases of operations: None known
Current group membership: Celtic gods
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 8"
Weight: 590 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Tattoos on face and body

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Subsonic
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Metahuman
Fighting skills: Good hand-to-hand combatant, relies on his speed rather than unarmed combat techniques
Special skills and abilities: None known
Superhuman physical powers: In addition to the above listed attributes, Caber possesses an extremely long lifespan, aging extremely slowly after reaching adulthood. Caber's speed is far greater than that of any other known god of Avalon
Superhuman mental powers: None
Special limitations: Presumably Caber's ability to run at superhuman speed for long periods of time is limited by the extent of his endurance and his need for food and drink.
Source of superhuman powers: Caber is a member of the race of superhumans known as the Celtic gods of Avalon.

PARAPHERNALIA

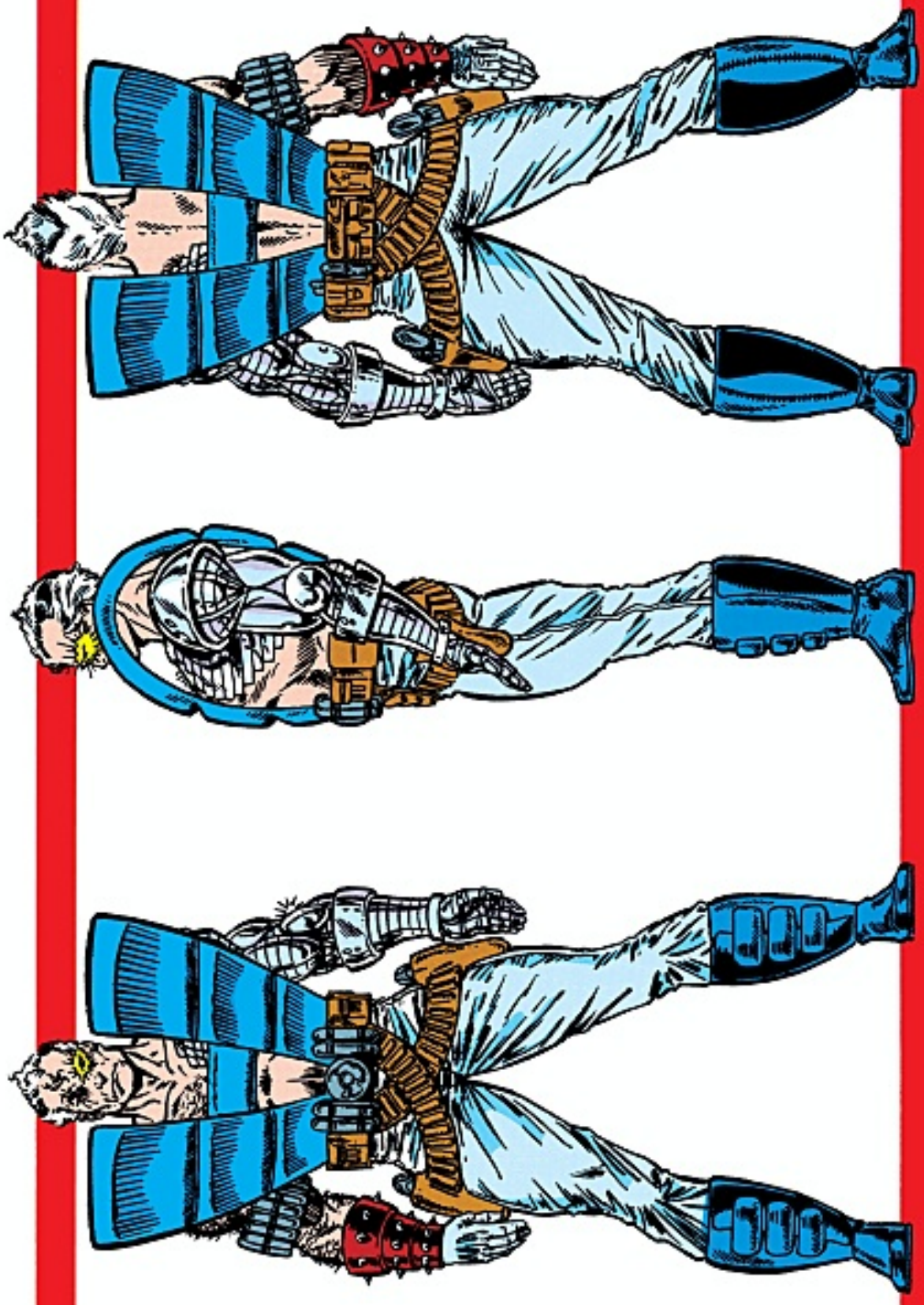
Costume specifications: Avalonian materials
Personal weaponry: None
Special weaponry: None
Other accessories: None

Transportation: Running under his own power, interdimensional teleportation
Design and manufacture of paraphernalia: Weavers of Avalon

BIBLIOGRAPHY

First appearance: (unnamed) THOR #398, (named) THOR #399
Origin issue: Caber's origin is as yet unrevealed.
Significant issues: THOR #398-400 (with Leir and other Celtic gods, aided Asgardians in their battle against the forces of Seth); MARVEL COMICS PRESENTS #30 (with Leir, attacked the camp of the Fomorians, enemies of Avalon); THOR #417 (followed Leir to Asgard on latter's quest to claim Sif as his bride, was captured by Warriors Three); THOR #418 (clashed with Heimdall in Asgard); THOR #423 (arrived on Earth with Leir and Sif); THOR #425 (traveled to Black Galaxy with Leir and Sif and found Thor there; traveled to Asgard with them, joined with Leir and Hercules in battling Surtur and Ymir); THOR #426 (witnessed Leir's defeat in his duel with Sif)

CABLE



CABLE

BIOGRAPHICAL DATA

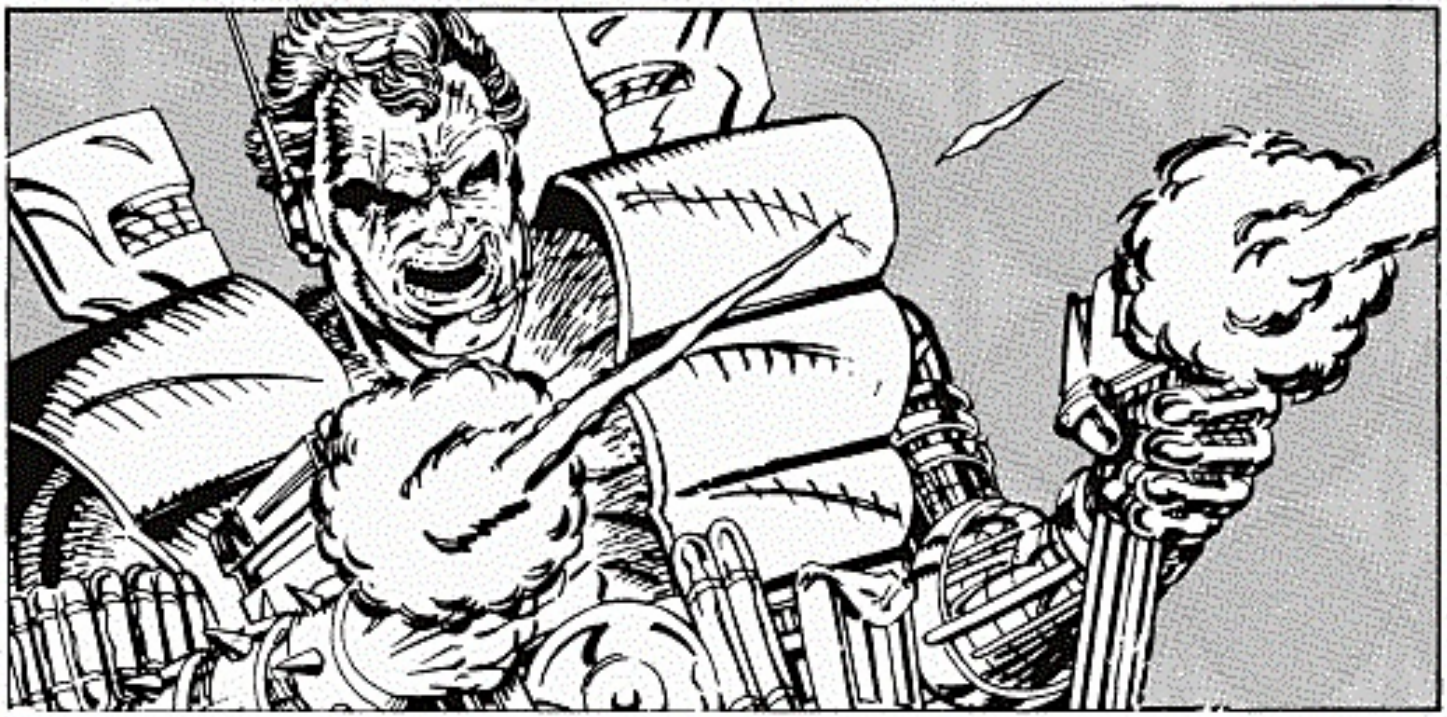
Real name: Cable (presumed last name, first name unrevealed)
Other current aliases: None
Former aliases: None known
Dual identity: None
Current occupation: Adventurer, combat instructor for the X-Force
Former occupation: United States government agent
Citizenship: United States of America
Legal status: No criminal record, currently wanted by U.S. federal authorities
Place of birth: Unrevealed
Marital status: Unrevealed, presumed to be married in the past
Known relatives: Son (name unrevealed, presumed deceased)
Known confidants: None known
Known allies: The New Mutants, the X-Men, X-Factor, X-Force, Wolverine
Major enemies: Stryfe, Mutant Liberation Front, Freedom Force, government of Genosha
Usual base of operations: X-Men Mansion, Salem Center, New York State
Former bases of operations: Unrevealed
Current group membership: Teacher and leader of the X-Force
Former group membership: Teacher and leader of the New Mutants
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 8"
Weight: 350 lbs.
Eyes: Blue
Hair: White
Other distinguishing features: Cable has bionic right eye, left arm and shoulder

POWERS AND ABILITIES

Intelligence: Superhuman
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Extensive training in military combat techniques and the martial arts
Special skills and abilities: Highly skilled in devising weaponry and cyborg body parts. He is also an extraordinary combat strategist.
Superhuman physical powers: Cable is believed to be a mutant whose physical abilities and intelligence are enhanced above the normal human levels. His cyborg left arm and shoulder possess even greater strength than his organic ones. Cable's bionic right eye can see into the infrared portion of the spectrum.
Superhuman mental powers: The psionic ability to control his cyborg body parts
Special limitations: None



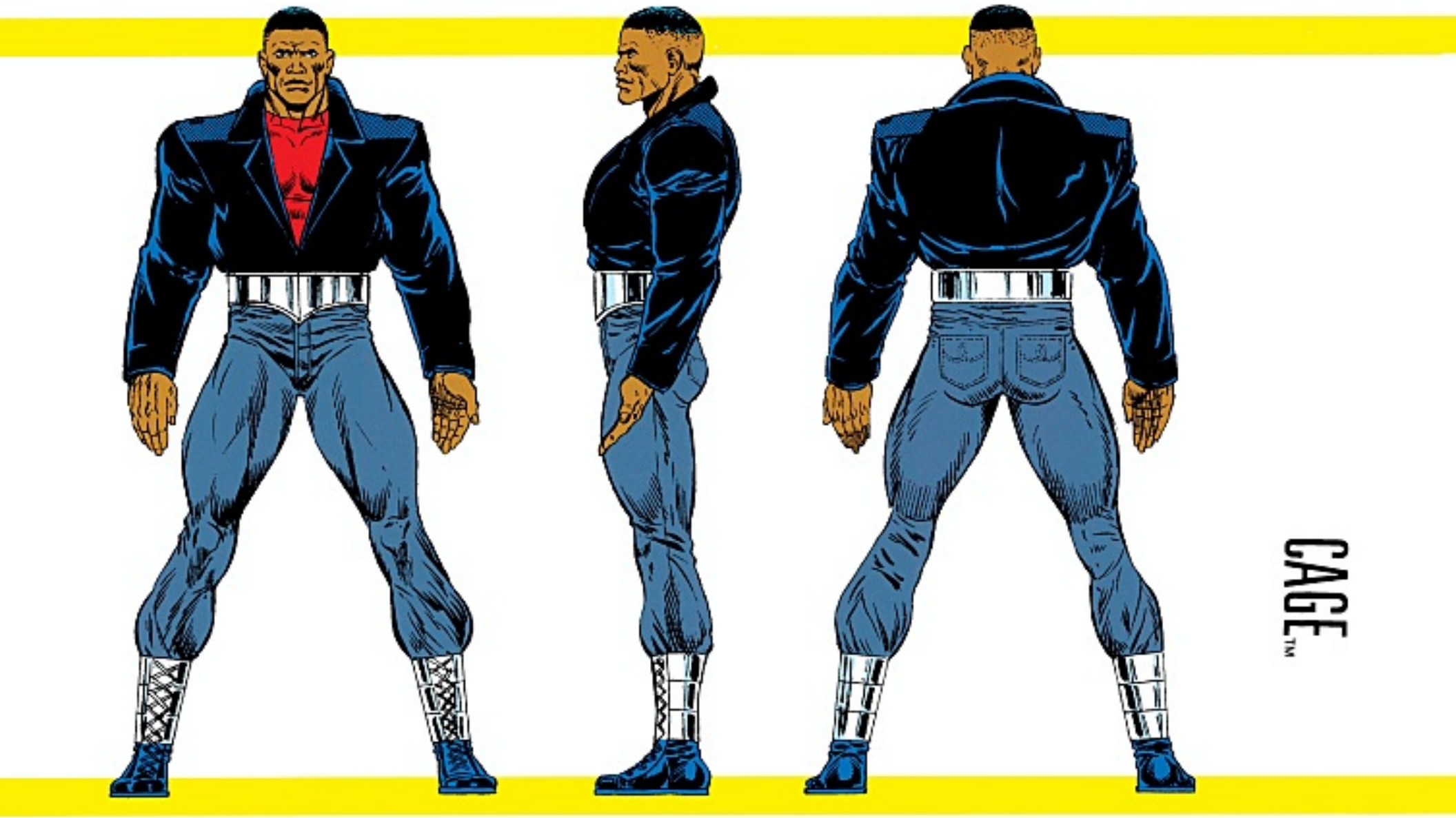
Source of superhuman powers: Presumably mutation, cyborg body parts

PARAPHERNALIA

Costume specifications: Cable wears various suits of body armor of unknown composition
Personal weaponry: Cable utilizes a large arsenal of firearms of his own design and construction.
Special weaponry: See above
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Cable

BIBLIOGRAPHY

First appearance: NEW MUTANTS #87
Origin issue: Cable's origin is as yet unrevealed.
Significant issues: NEW MUTANTS #87 (battled Mutant Liberation Front, captured by federal government); NEW MUTANTS #88 (Freedom Force demanded Cable join them, escaped government custody); NEW MUTANTS #89 (New Mutants aided Cable against Freedom Force, asked for New Mutants' help against Mutant Liberation Front); NEW MUTANTS #90 became New Mutants' teacher); NEW MUTANTS #91 (first mention of Cable's son); NEW MUTANTS #92-93 (battled Wolverine); NEW MUTANTS #94 (first mention of old feud between Wolverine and Cable; Cable, Wolverine, Sunfire, and the New Mutants battled the Mutant Liberation Front); NEW MUTANTS #95 (Cable and the New Mutants began battle against the Genoshans)



CAGE™

CAGE

BIOGRAPHICAL DATA

Real name: Luke Cage (legally changed; born Lucas, given name unknown)
Other current aliases: None
Former aliases: Hero for Hire, Power Man II, Mark Lucas
Dual identity: None
Current occupation: Professional adventurer
Former occupation: Various odd jobs, convict, fugitive
Citizenship: United States of America
Legal status: Former criminal record, acquitted of all charges
Place of birth: New York City
Marital status: Single
Known relatives: Leonard Lucas (father, deceased), Esther Lucas (mother, deceased)
Known confidants: Dr. Noah Bernstein, Dr. Claire Temple, Dave "D.W." Griffith, Quentin Chase, Daniel "Danny" Rand (Iron Fist), Misty Knight, Colleen Wing, Harmony Young
Known allies: Iron Fist, the Defenders, Daughters of the Dragon, Bob Diamond, Spider-Man, the Fantastic Four, Daredevil, the X-Men, Machine Man, Moon Knight, Hellstorm, the Punisher, Nick Fury, Jeryn Hogarth, Dakota North, Analisa Medina, Micky Hamilton
Major enemies: Diamondback I (deceased), Gideon Mace, Chemistro I, Chemistro II, Chemistro III, Stiletto, Discus, Bushmaster I, Master Khan, Constrictor, Hardcore
Usual base of operations: Chicago, Illinois
Former bases of operations: New York City
Current group membership: None
Former group membership: Partner of Iron Fist in Heroes For Hire, Inc.; the Fantastic Four; the Defenders
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 425 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Athlete
Stamina: Peak human
Durability: Superhuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, using unorthodox streetfighting techniques
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Cage has a faster than normal recovery time from injury or trauma. He possesses super dense muscle and bone tissue, and steel-

hard skin which makes him unusually resistent to damage.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Subject of runaway experimental process designed to promote human cell regeneration

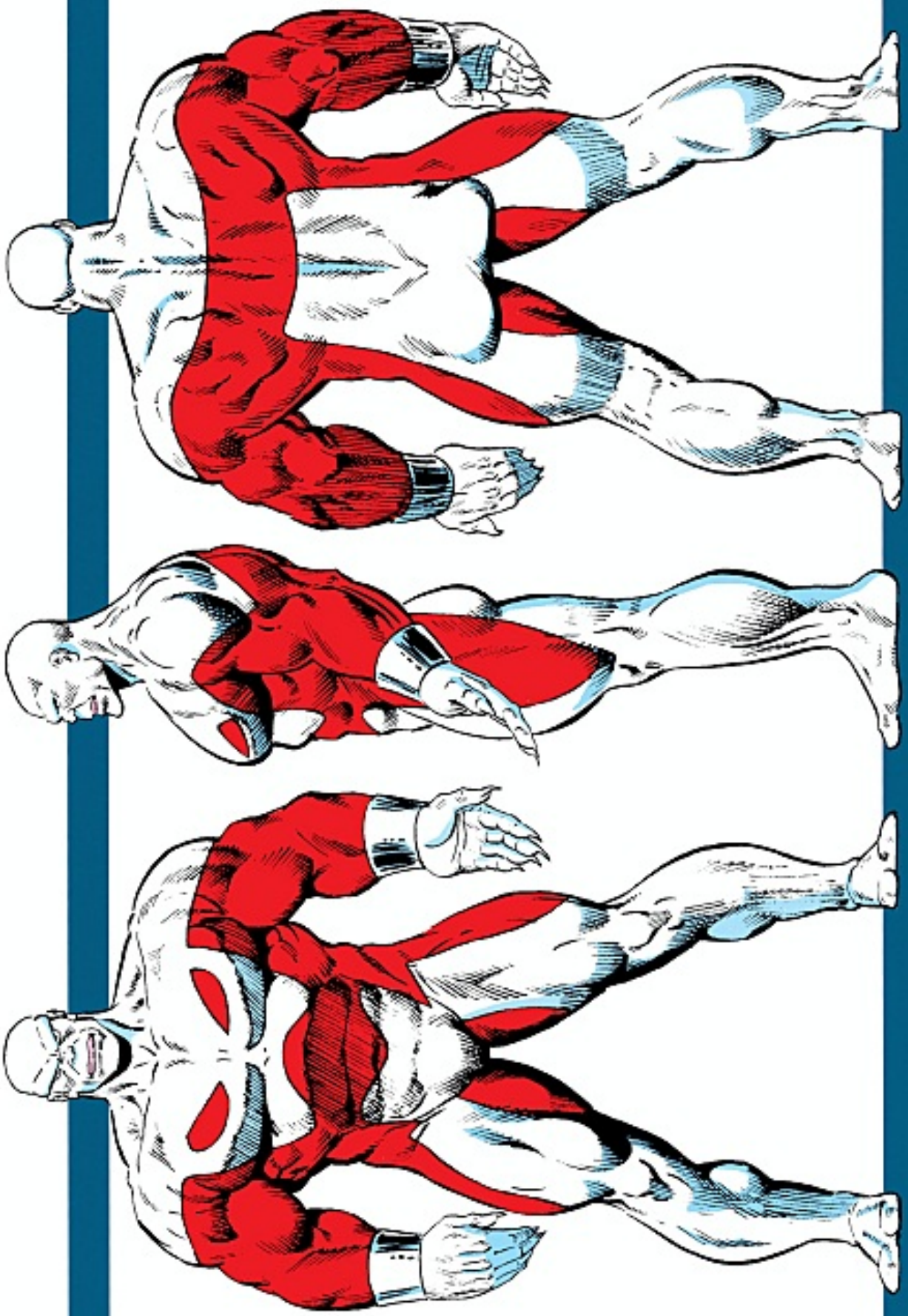
PARAPHERNALIA

Costume specifications: Cage's leather jacket was recently dipped into the"Power Man" chemical, and is now as durable as Cage's skin.
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: HERO FOR HIRE #1
Origin issue: HERO FOR HIRE #1
Significant issues: HERO FOR HIRE #1-2 (framed for drug possession by Diamondback I, sentenced to prison, took part in experiment, gained superhuman powers, escaped prison, became professional adventurer; gained revenge on Diamondback I); HERO FOR HIRE #8-9 (first encountered Doctor Doom and Fantastic Four); AMAZING SPIDER-MAN #123 (hired by J. Jonah Jameson, battled Spider-Man); POWER MAN #17 (first met Iron Man I changed name to Power Man II); POWER MAN #21 (battled Power Man I); DEFENDERS #17-19 (first encountered the Defenders, battled Wrecking Crew); DEFENDERS #24-25 (alongside Defenders, battled Sons of the Serpent II); FANTASTIC FOUR #168-170 (hired as substitute member of the Fantastic Four, controlled by Puppet Master, battled Fantastic Four); POWER MAN ANNUAL #1 (battled Moses Magnum); POWER MAN #37-38 (battled Chemistro II); POWER MAN #48-50 (alongside Iron Fist and the Daughters of the Dragon, battled Bushmaster I, formed Heroes For Hire partnership with Iron Fist); MARVEL TEAM-UP #75 (alongside Spider-Man, battled tenement fire); POWER MAN #57 (alongside Iron Fist and X-Men, battled Living Monolith); POWER MAN AND IRON FIST #75 (alongside Iron Fist, traveled to K'un-Lun, battled Master Khan); POWER MAN AND IRON FIST #84 (alongside Iron Fist, battled Constrictor and Sabretooth); POWER MAN AND IRON FIST #93-96 (alongside Iron Fist, battled Chemistro III); POWER MAN AND IRON FIST #125 (framed for supposed murder of Iron Fist); MARVEL COMICS PRESENTS #82 (revealed to be hiding in Chicago); PUNISHER #60-62 (murder charge dropped, set up new business in Chicago, alongside Punisher, battled drug dealers); CAGE #1 (battled Hardcore); CAGE #6 (power augmented in undetermined manner by exposure to Power Man virus)

CALIBAN™



CALIBAN

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Death IV
Former aliases: Hellhound
Dual identity: None; the general populace of Earth is unaware of Caliban's existence.
Current occupation: Warrior servant of Apocalypse
Former occupation: Locator of mutants for Apocalypse, member of X-Factor I
Citizenship: Unrevealed
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: (former) Kitty Pryde (Shadowcat)
Known allies: Apocalypse, Apocalypse's Horsemen (Famine II, War II), Mister Sinister, (former) X-Factor I
Major enemies: X-Men, Marauders, Sabretooth, Kulan Gath, (former) Apocalypse, Apocalypse's Horsemen
Usual base of operations: Apocalypse's secret bases
Former bases of operations: The Alley (beneath Manhattan's surface), the alien starship formerly controlled by Apocalypse (created by the Celestials and taken over by X-Factor I and called "Ship", formerly belonging to Cable, known as "Professor")
Current group membership: Apocalypse's Horsemen
Former group membership: Morlocks, X-Factor I
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 8", (before bioengineering) 5' 8"
Weight: 275 lbs., (before bioengineering) 150 lbs.
Eyes: Black pupils, no apparent irises, yellow cornea
Hair: None
Other distinguishing features: Chalk-white skin, enormous eyes, scars on face inflicted by Archangel.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Formidable hand-to-hand combatant, trained by Iceman and Apocalypse
Special skills and abilities: Great skill at climbing
Superhuman physical powers: Aside from the above listed above, Caliban possesses superhuman leaping ability
Superhuman mental powers: Psionic ability to sense the presence of other superhuman mutants within a radius of 25 miles. Ability to absorb the psionic energy in the fear radiated by humans around him

and to turn it against them, inducing more intense fear within their minds
Special limitations: None known
Source of superhuman powers: Genetic mutation, enhanced by genetic engineering from Apocalypse

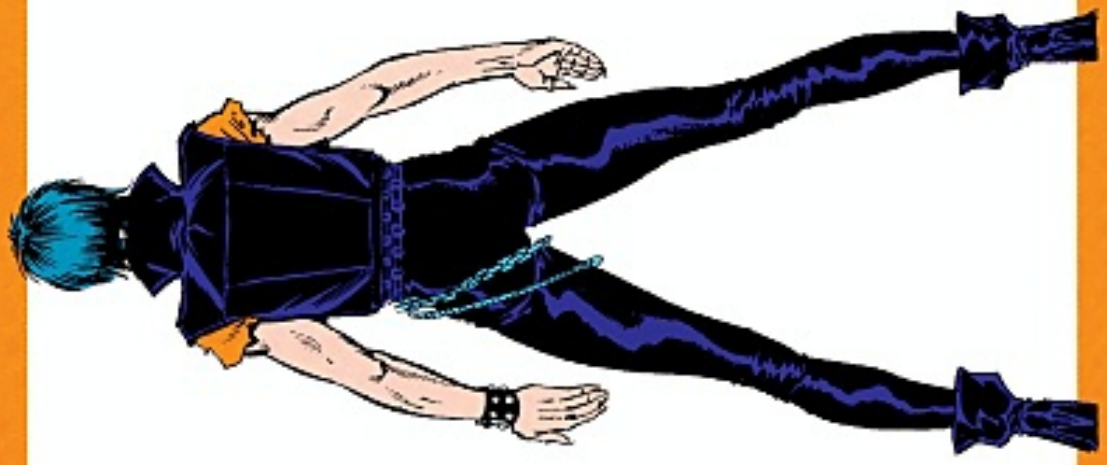
PARAPHERNALIA

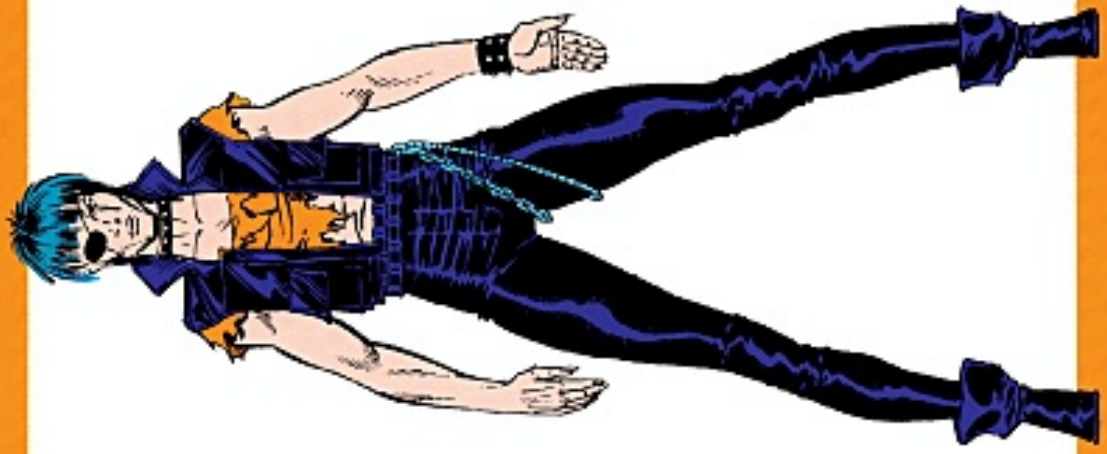
Costume specifications: Unknown stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Apocalypse's teleportation device
Design and manufacture of paraphernalia: Apocalypse

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #148
Origin issue: Caliban's origin is as yet unrevealed.
Significant issues: UNCANNY X-MEN #148 (entered New York City nightclub seeking friendship; fought Dazzler, Shadowcat, Spider-Woman I, and Shadowcat; was allowed by them to leave); UNCANNY X-MEN #169-170 (held Shadowcat captive, having fallen in love with her; was promised by her she would stay with him forever, but she left); UNCANNY X-MEN #179 (Callisto attempted to force Kitty Pryde to marry Caliban, Caliban refused to marry her against her will, was befriended by Pryde); UNCANNY X-MEN #190-191 (temporarily magically merged with Charles Xavier by Kulan Gath); X-FACTOR #11 (rescued by X-Factor I from massacre of Morlocks, vowed vengeance on Marauders); X-FACTOR #12 (took up residence at X-Factor headquarters); X-FACTOR #15 (forced Masque to undo damage to Beast's face, returned to Alley); X-FACTOR #17 (volunteered to help X-Factor I find Rictor, joined X-Factor I); X-FACTOR #19 (joined in X-Factor I's battle against Apocalypse Horsemen), X-FACTOR #21 (voiced wish for increased power, began learning unarmed combat from Iceman); X-FACTOR #22 (fought Right soldiers, was nearly killed by them); X-FACTOR #23 (aided X-Factor I in rescuing Right's mutant captives); X-FACTOR #24 (betrayed X-Factor I and joined Apocalypse to gain more power and vengeance on his foes); X-FACTOR #25 (agreed to become Apocalypse's servant, renamed Hellhound by him); X-FACTOR ANNUAL #3 (sensed telepathic cry of Val-Or); X-FACTOR #51 (went to take vengeance on Sabretooth); X-FACTOR #53 (attacked and defeated Archangel); NEW MUTANTS #90-91 (found and battled Sabretooth); UNCANNY X-MEN #294 (first appeared as Death IV, attacked Jean Grey and Cyclops); X-FACTOR #84 (alongside Famine II and War II, brought Cyclops and Jean Grey to Mister Sinister for Stryfe); X-FORCE #16 (alongside FAmine II and War II battled X-Men, was defeated by them)

CALLISTO™





CALLISTO

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None known
Former aliases : None known
Dual identity: Secret
Current occupation: Model
Former occupation: Leader of the Morlocks, bodyguard for Moira MacTaggart
Citizenship: Presumably United States
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: Peter Nicholas (Rasputin, formerly Colossus) , Moira MacTaggart
Known allies: The Morlocks, Sunder, Storm, the X-Men
Major enemies: Masque, Mister Sinister, the Marauders, the Reavers
Usual base of operations: Soho, Manhattan, New York City
Former bases of operations: The Alley, beneath surface of Manhattan; Muir Island, Scotland
Current group membership: None
Former group membership: Morlocks
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 130 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Callisto formerly wore a patch over her right eye, which was then blind, and bore scars on her face

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combat skills
Special skills: Exceptional hunter and tracker
Superhuman physical powers: Superhumanly keen senses of sight (including night vision), hearing, smell, taste, and touch
Superhuman mental powers: None
Special limitations: Formerly blind in right eye
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Conventional attire
Personal weaponry: Conventional knives
Special weaponry: None
Other accessories: None

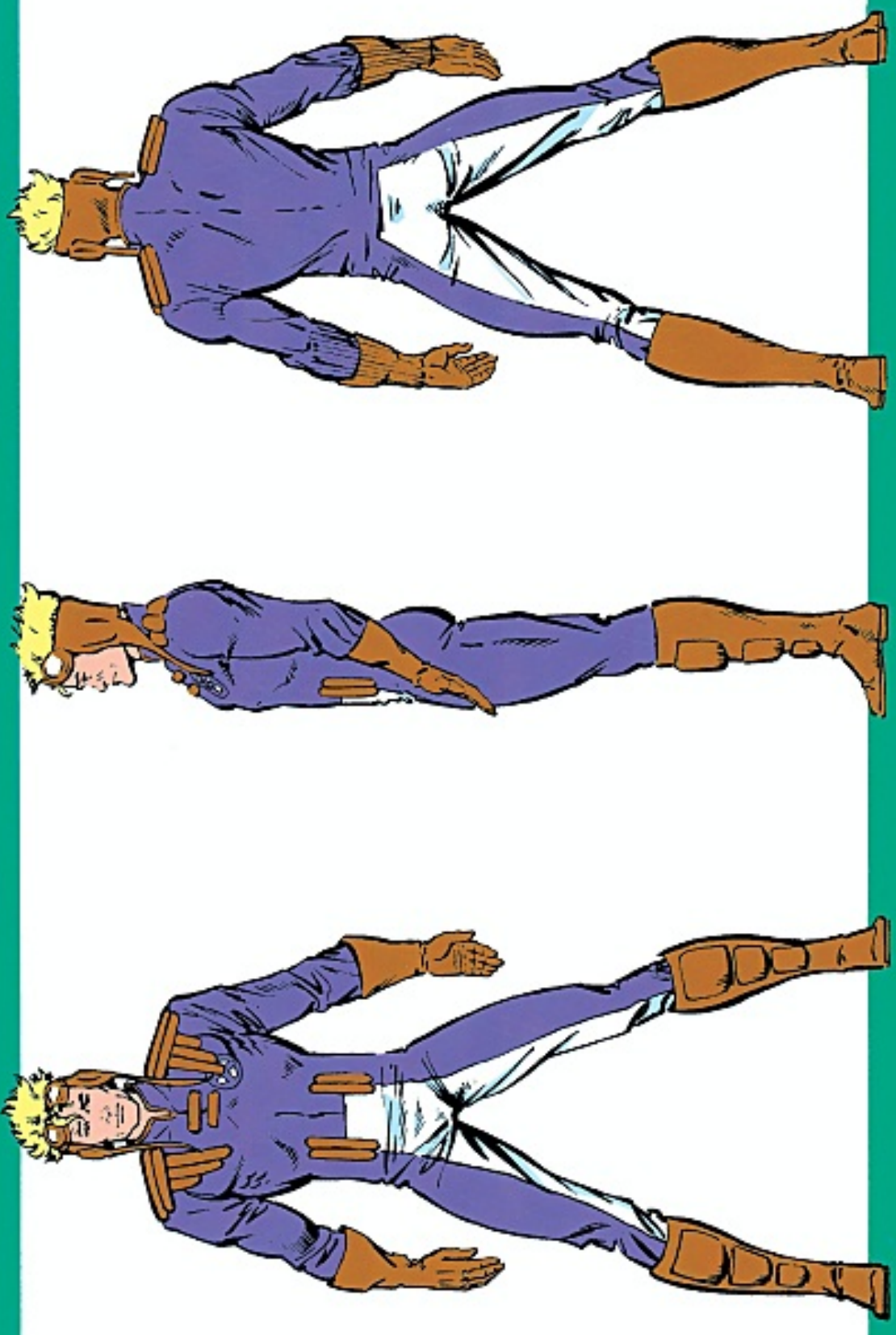
Transportation: None
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: X-MEN #169
Origin issue: Callisto's origin is as yet unrevealed.
Significant issues: X-MEN #169-170 (had Angel abducted to be her lover; defeated by Storm in battle, thereby being supplanted as leader of the Morlocks); X-MEN #179 (attempted to take revenge on X-Men by trying to force Kitty Pryde to wed the Morlock Caliban; battled Storm again); X-MEN #180-181 (became warrior servant of sorcerer Kulan Gath, who transformed New York City into a Hyborian Age city; life saved by Storm; turned against Kulan Gath, helped defeat him; Callisto and allies found themselves on new timeline where Kulan Gath never transformed New York); X-MEN #193 (rescued Xavier after he was nearly killed by anti-mutant Columbia University students); X-MEN #195 (saved Power Pack from Morlocks Annalee and Masque); X-MEN #211 (wounded during Marauder's massacre of the Morlocks, took refuge with the X-Men); X-MEN #212 (convinced Storm not to give up leadership of the X-Men); EXCALIBUR #4 (with Moira MacTaggart, transported to alternate Earth where Britain is dominated by Nazis), EXCALIBUR #6 (Nazi counterparts of Callisto and Moira MacTaggart

appear on "mainstream" Earth); EXCALIBUR #9 (counterparts captured Brigadier Alistaire Stuart at Tower of London); EXCALIBUR #10 (counterparts failed in attempt to escape Tower of London); EXCALIBUR #11 (with Moira and their Nazi counterparts, returned to their native Earths); X-MEN #259-260 (encountered Peter Nicholas, the former Colossus, transformed into beautiful model by Masque); X-MEN #262 (she and Peter captured by Masque); X-MEN #263 (explained how Masque transformed her; Peter defeated Masque); X-MEN #264 (again beautiful, attacked by Genoshan magistrates; embarked on new life with Peter Nicholas as lovers)

CANNONBALL™



CANNONBALL

BIOGRAPHICAL DATA

Real name: Samuel Guthrie
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Student, coal miner, Hellfire Club mercenary
Citizenship: United States of America
Legal status: No criminal record, still a minor
Place of birth: Cumberland, Kentucky
Marital status: Single
Known relatives: Father (name unrevealed), mother (name unrevealed), Josh, Jedediah, Lewis (brothers), Joelle (sister), sister (name unrevealed),
Known confidants: Lila Cheney, Mirage, Sunspot, Wolfsbane
Known allies: X-Force, the New Mutants, the X-Men, X-Factor, Eitri
Major enemies: Donald Pierce, Mutant Liberation Front, Brotherhood of Evil III
Usual base of operations: Bolivar Trask's former Sentinels complex, upstate New York
Former bases of operations: X-Men Mansion, Salem Center, New York State; X-Factor's ship, New York City; Massachusetts Academy, Berkshire Mountains, Massachusetts
Current group membership: X-Force
Former group membership: New Mutants, Hellfire Club mercenaries, Hellions
Extent of education: High school level

PHYSICAL DESCRIPTION

Height: 6'
Weight: 150 lbs.
Eyes: Blue-grey
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Flight speed: Subsonic
Stamina: Athlete
Durability: Normal; when using his superhuman powers, however, Cannonball achieves metahuman durability due to an energy field which forms over his body
Agility: Normal, (in flight) Athlete
Reflexes: Normal, (in flight) Athlete
Fighting skills: Moderate skill at hand-to-hand combat
Special skills and abilities: None
Superhuman physical powers: Ability to create thermochemical energy and release it from his skin, propelling him through the air like a rocket at superhuman speed; the energies thus generated also shield his body from injury
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

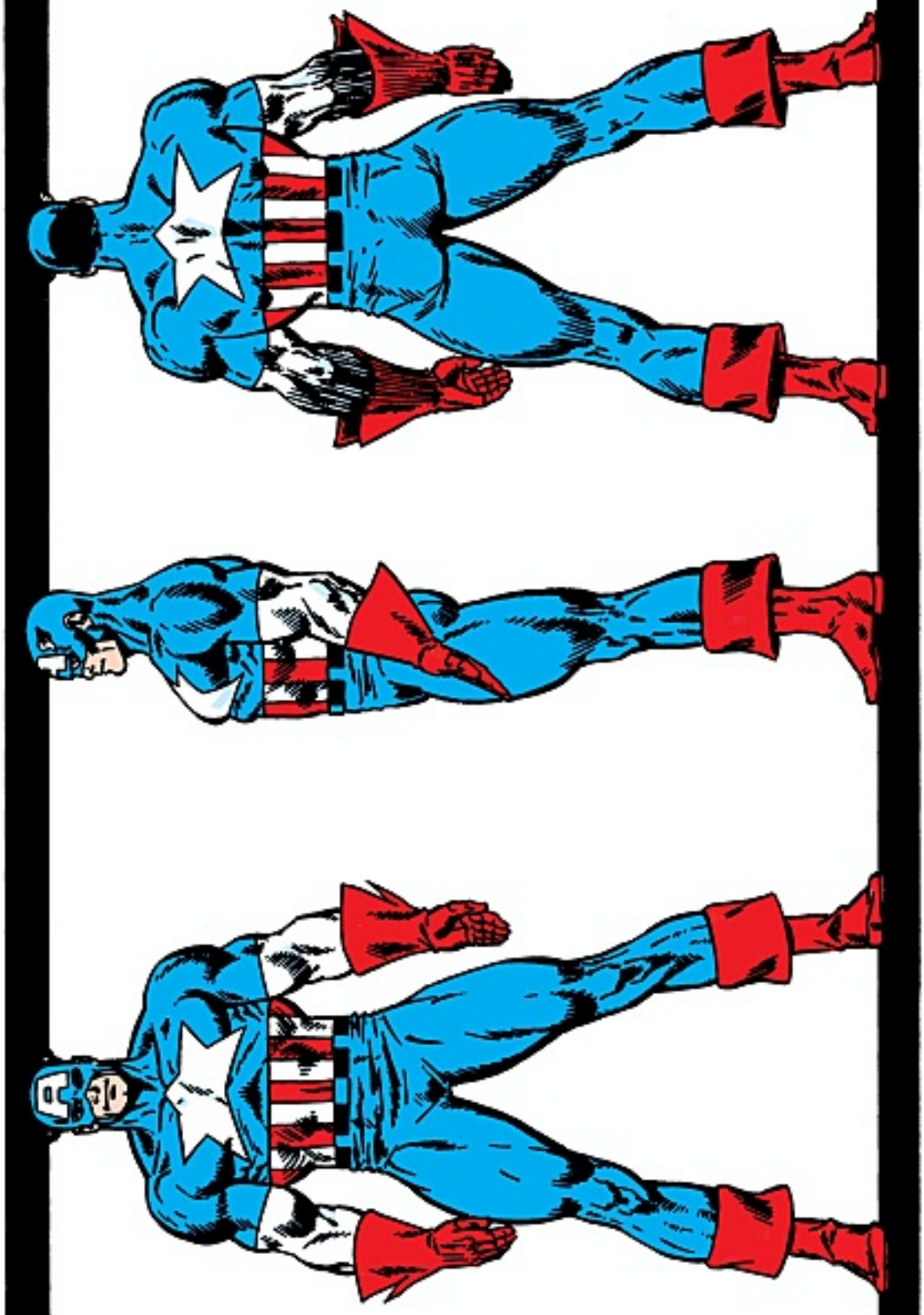
Costume specifications: Synthetic stretch fabric with limited body armor and insulation against extreme temperatures
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Often flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: MARVEL GRAPHIC NOVEL #4
Origin issue: MARVEL GRAPHIC NOVEL #4
Significant issues: MARVEL GRAPHIC NOVEL #4 (became Hellfire Club mercenary, joined New Mutants instead); X-MEN #167 (with New Mutants, met X-Men); NEW MUTANTS #9-11 (visited Nova Roma); NEW MUTANTS #16-17 (encountered Hellions); NEW MUTANTS #29-31 (battled Gladiators); NEW MUTANTS #32-34 (clash with Amahl Farouk, the Shadow King); FIRESTAR #2 (dated Firestar); NEW MUTANTS ANNUAL #1 (met and fell in love with mutant rock star Lila Cheney); MARVEL TEAM-UP #149 (teamed with Spider-Man against Incandescent Man); NEW MUTANTS SPECIAL EDITION #1 (visited Asgard); NEW MUTANTS #39 (briefly joined Hellions); NEW MUTANTS #40 (battled Avengers); NEW MUTANTS #42 (appearance of

Cannonball of alternate future ruled by Sentinels); NEW MUTANTS #55 (helped thwart attack on Lila Cheney); NEW MUTANTS #60-61 (battled Cameron Hodge and the Right); NEW MUTANTS #67-70 (went into outer space with New Mutants in attempt to rescue Lila Cheney from captivity by Spyder); NEW MUTANTS #71-73 (contended with N'Astirh's demons during "Inferno" attack on New York); NEW MUTANTS #77-80, 82-85 (returned to Asgard with New Mutants, battled Hela); NEW MUTANTS #87 (first met Cable); NEW MUTANTS #93-94 (assisted Cable in fighting Mutant Liberation Front); NEW MUTANTS #95-97 (traveled to Genosha and helped Cable, New Mutants, X-Men, and X-Factor battle Hodge and Magistrates); NEW MUTANTS #100 (end of New Mutants as team); X-FORCE #1 (became founding member of Cable's new team, X-Force)

CAPTAIN AMERICA.



CAPTAIN AMERICA

BIOGRAPHICAL DATA

Real name: Steven Grant Rogers
Other current aliases: None
Former aliases: Nomad, the Captain
Dual identity: Known to the Avengers, the upper echelon of the United States military, key members of the intelligence community, certain New York police officials, confidants, the Red Skull
Current occupation: Professional super hero, leader of the Avengers
Former occupations: Soldier, police officer, teacher, freelance illustrator, special agent for SHIELD
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New York City
Marital status: Single
Known relatives: Joseph Rogers (father, deceased), Sarah Rogers (mother, deceased)
Known confidants: Bucky Barnes (deceased), Sharon Carter (deceased), Hawkeye, Edwin Jarvis, Nick Fury, Black Panther, the Falcon, Peggy Carter, Bernadette Rosenthal, Nomad, Arnold Roth, D-Man, John Jameson
Known allies: The Avengers, the Avengers support crew, the Fantastic Four, Diamondback
Major enemies: The Red Skull, Arnim Zola, Baron Zemo I (deceased), Baron Zemo II, Batroc, Dr. Faustus, Modok (deceased), Viper II, the Serpent Society, Flag-Smasher, Crossbones, the Skeleton Crew
Usual base of operations: New York City
Former bases of operations: Brooklyn Heights, New York; the European Theater of War; Camp LeHigh, Virginia
Current group membership: The Avengers
Former group membership: The Invaders
Extent of education: High school graduate, one year of art school, military basic training, private tutoring in hand-to-hand combat, gymnastics, military strategy, piloting, and demolitions

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 220 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Peak human
Strength: Peak human
Speed: Peak human
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Mastery of hand-to-hand combat, various martial arts
Special skills and abilities: Combat strategy, survival skills, acrobatic skills, military strategy, piloting, demolitions
Superhuman physical powers: None

Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: The Super-Soldier Serum and vita-ray treatment he underwent transformed his poor physique to the pinnacle of human perfection. Recently he was given a total blood transfusion to eliminate the Super-Soldier Serum in his bloodstream, but its effects are still evident throughout his cellular structure.

PARAPHERNALIA

Costume specifications: Bulletproof fabric
Personal weaponry: A shield, approximately 2.5 feet in diameter, composed of a unique alloy, painted red, white, and blue
Special weaponry: None
Other accessories: All Avengers carry official ID cards which contain microminiature communications devices
Transportation: Flagship, skycycle, custom-built battle-van, custom-built motorcycle
Design and manufacture of paraphernalia: (shield) Government scientist Myron Maclain; (ID card, skycycle) Stark Enterprises; (Flagship, van) Wakanda Design Group

BIBLIOGRAPHY

First appearance: (historical) CAPTAIN AMERICA #1, (modern) AVENGERS #4
Origin issue: TALES OF SUSPENSE #63, CAPTAIN AMERICA #100, CAPTAIN AMERICA #255, LEGEND OF CAPTAIN AMERICA #1-4
Significant issues: AVENGERS #4 (discovered, revived by the Avengers, joined team), AVENGERS #16 (assumed leadership of the Avengers for the first time, recruited new members), TALES OF SUSPENSE #66 (first meeting with the Red Skull recounted), TALES OF SUSPENSE #75 (met Sharon Carter, Agent 13 of SHIELD), CAPTAIN AMERICA #117 (met Sam Wilson, helped train him as the Falcon), GIANT-SIZE INVADERS #1 (involvement in World War II team revealed), CAPTAIN AMERICA #176-183 (gave up being Captain America, assumed guise of Nomad I), CAPTAIN AMERICA #237 (death of Sharon Carter revealed), CAPTAIN AMERICA #248 (met Bernie Rosenthal), CAPTAIN AMERICA #282 (took Nomad II as partner), CAPTAIN AMERICA #310 (met Diamondback), CAPTAIN AMERICA #328 (took D-Man as partner), CAPTAIN AMERICA #332 (resigned as Captain America rather than serve the Commission), CAPTAIN AMERICA #335 (given alternate costume of the Captain), CAPTAIN AMERICA #350 (resumed role of Captain America, learned of Red Skull's resurrection), CAPTAIN AMERICA #378 (decided to give up Super-Soldier Serum permanently)

CAPTAIN AMERICA® IN ACTION

ART: KIERON DWYER/JOE RUBINSTEIN

CAPTAIN AMERICA'S SUPPORTIN

MARGARET "PEGGY" CARTER

Current occupation: Communications officer of the Avengers
Relationship: One of Captain America's oldest friends, lovers during World War II, older sister of Sharon Carter
First appearance: TALES OF SUSPENSE #77

EDWIN JARVIS

Current occupation: Butler/head of personnel at Avengers headquarters
Relationship: Long-time friend and confidant of Captain America
First appearance: TALES OF SUSPENSE #59

RACHEL (DIAMONDBACK) LEIGHTON

Current occupation: Adventurer
Former occupation: Operative of the Serpent Society
Relationship: Girlfriend of Captain America
First appearance: CAPTAIN AMERICA #310

FRANK "FABIAN" STANKOWITZ

Current occupation: Inventor, gadgeteer, technician for the Avengers
Former occupation: Public nuisance
Relationship: Ally of Captain America
First appearance: AVENGERS #221

NG CAST

SAMUEL (FALCON) WILSON

Current occupation: Social worker/ public defender
Relationship: Friend, confidant, and former partner of Captain America
First appearance: CAPTAIN AMERICA #117

BERNADETTE "BERNIE" ROSENTHAL

Current occupation: Lawyer
Relationship: Former fiancee and confidante, now friend of Captain America
First appearance: CAPTAIN AMERICA #248

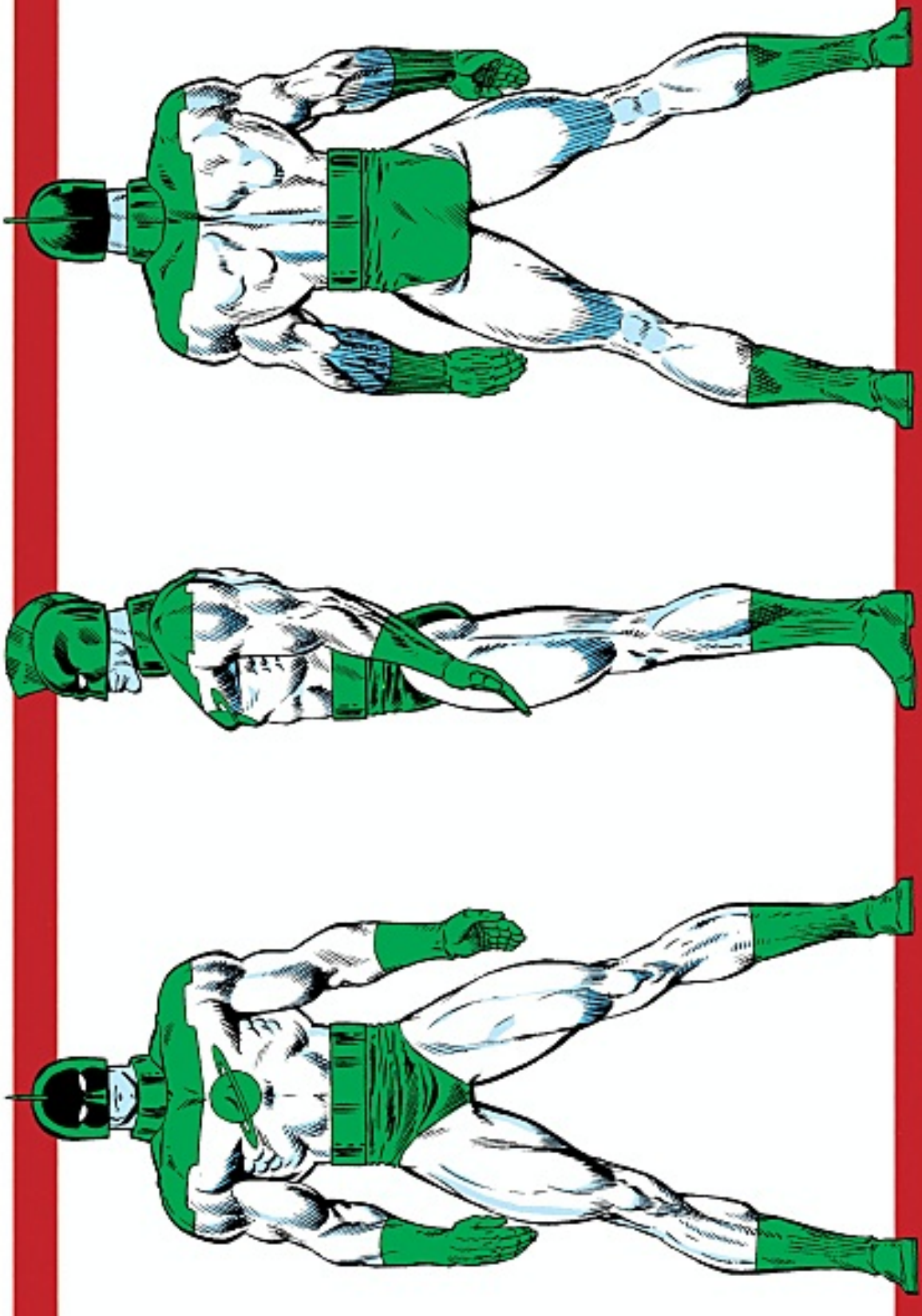
JOHN JAMESON

Current occupation: Pilot
Former occupation: Test pilot, astronaut, lupine berserker
Relationship: Ally of Captain America
First appearance: AMAZING SPIDER-MAN #1

DENNIS (DEMOLITION-MAN) DUNPHY

Current occupation: None
Relationship: Friend, confidant, and former partner of Captain America
First appearance: THING #28

CAPTAIN ATLAS™



CAPTAIN ATLAS

BIOGRAPHICAL DATA

Real name: Att-Lass
Aliases at time of death: None
Former aliases : Mr. Atlas
Dual identity: Secret on Earth, known in the Kree Empire
Occupation at time of death: Warrior and special operative for the Supreme Intelligence, serving in the Kree Starforce
Former occupation: Captain in the Kree space fleet
Citizenship: Kree-Lar, throneworld of the Kree Empire
Legal status: No known criminal record
Place of birth: Unknown location on Kree-Lar, Kree Galaxy (Greater Magellanic Cloud)
Place of death: Kree-Lar, Kree Galaxy
Cause of death: Suicide through activation of battlesuit self-destruct program
Marital status: Single
Known relatives: None
Known confidants: Doctor Minerva
Known allies: Supreme Intelligence, Starforce (Supremor, Dr. Minerva, Ronan the Accuser, Korath the Pursuer, Shatterax, Ultimus)
Major enemies: Quasar, Wonder Man, Oracle, Shape-Shifter, Shi'ar Imperial Guard, Avengers, the Skrull Empire
Base of operations at time of death: Kree-Lar, Kree Empire
Former base of operations: Mobile aboard the Kree light cruiser *Ramatam*
Group membership at time of death: The Kree Starforce, partner of Dr. Minerva
Former group membership: The Kree space fleet
Extent of education: Graduate of the Kree Military Academy, Kree-Lar

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 225 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Light blue skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10 (on Earth)
Speed: Enhanced human
Flight speed: Artificial winged flight
Stamina: Superhuman
Durability: Superhuman
Agility: Athlete
Reflexes: Peak human
Note: Kree bodies are adapted to life under higher gravity than Earth's; hence, a Kree's strength is greater on Earth than on his native world. While he wore the nega-bands, Captain Atlas's strength on Earth was augmented to Superhuman Class 25, and his durability to Metahuman.
Fighting skills: One of the Kree Empire's most decorated soldiers, highly accomplished in all forms of armed and unarmed

combat utilized in in the Kree militia; excellent hand-to-hand combatant

Special skills and abilities: Ability to pilot various Kree starships

Superhuman physical powers: Aside from the above listed attributes, None

Superhuman mental powers: None known

Special limitations: Inability to breathe in Earth's atmosphere without special apparatus or breathing serum

Source of superhuman powers: Member of the alien Kree race, mutagenically altered by the Kree Psyche-Magnetron

PARAPHERNALIA

Costume specifications: Helmet and battlesuit composed of unknown alien materials; helmet contains supply of air (with same nitrogen-oxygen balance as Kree-Lar's atmosphere)

Personal weaponry: Kree uni-beam worn on wrist, projects concussive energy beams and laser like-light beams generating intense heat

Special weaponry: Various armament aboard the starship *Ramatam.* Briefly possessed the "nega-bands" which enabled him to convert psionic energy for a variety of uses, including strength and durability enhancement

Other accessories: Employed special breathing potion to breathe in Earth's atmosphere with out his helmet; the serum also temporarily alters his skin color to a Caucasian tone.

Transportation: Flight under own power; Kree starship *Ramatam* for space travel

Design and manufacture of paraphernalia: Craftsmen and technicians of the Kree Empire

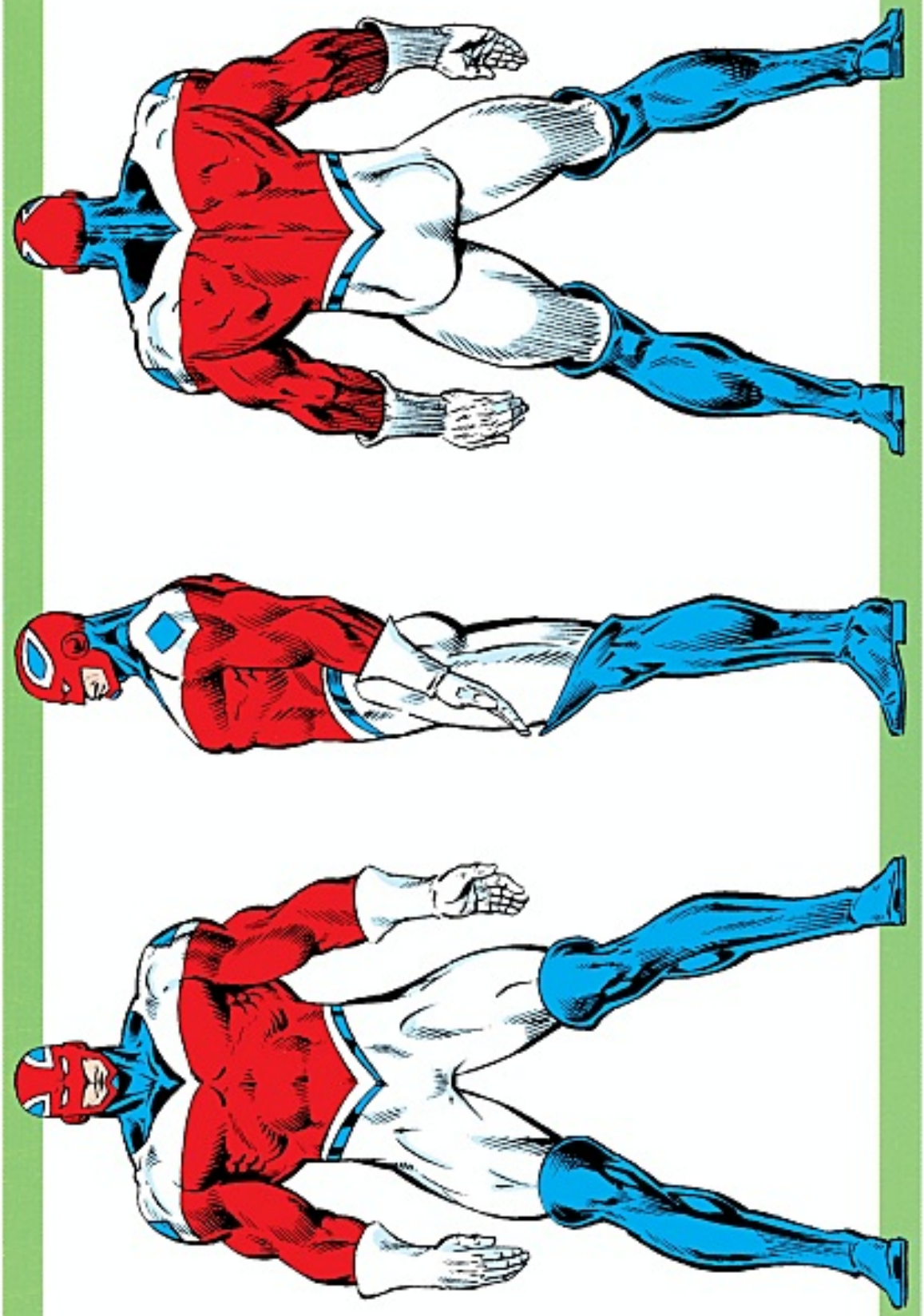
BIBLIOGRAPHY

First appearance: (as "Mr. Atlas") QUASAR #9, (as Captain Atlas) QUASAR #10

Origin issue: QUASAR #10

Significant issues: QUASAR #9-10 (as "Mr. Atlas" accompanied Dr. Minerva to AIM Weapons Exposition; helped Dr. Minerva capture Quasar to obtain his quantum-bands, was rescued from outer space by Quasar, forced by Quasar to leave Earth); QUASAR #32 (with Dr. Minerva, explored Captain Mar-Vell's tomb on one of Saturn's moons, captured by Quasar, attacked by Shi'ar Imperial Guard members, obtained Mar-Vell's nega-bands); WONDER MAN #7 (battled Wonder Man on Earth, captured by him); AVENGERS WEST COAST #81 (freed by Shape-Shifter posing as Dr. Minerva, captured and stripped of nega-bands by Imperial Guard); QUASAR #33 (drained of strategic information by Oracle, freed by Shatterax from Shi'ar captivity); AVENGERS #346-347 (first appeared as a member of Kree Starforce, fought alongside them against the Avengers on Kree-Lar; survived detonation of nega-bomb, committed suicide)

CAPTAIN BRITAIN™



CAPTAIN BRITAIN

BIOGRAPHICAL DATA

Real name: Brian Braddock
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Adventurer, agent of Roma
Former occupation: Student
Citizenship: United Kingdom
Legal status: No criminal record
Place of birth: Braddock Manor, England
Marital status: Single
Known relatives: James Braddock, Sr. (father, deceased), Elizabeth Braddock (mother, deceased), James Braddock, Jr.("Jamie," brother), Elizabeth ("Betsy") Braddock (Psylocke, sisters)
Known confidants: Betsy Braddock, Meggan, Courtney Ross
Known allies: Excalibur, Dai Thomas, Brigadier Alysande Stuart, Professor Alistaire Stuart, Merlin, Roma, King Arthur Pendragon, Black Knight III, Captain UK (Linda McQuillan), Opal Luna Saturnyne, Jackdaw I, Captain America, Mastermind II (computer), the X-Men, the Knights of Pendragon, Spider-Man, Kate Fraser
Major enemies: Jamie Braddock, Vixen. Slaymaster, Opul Lun Satyr-Nin, Crazy Gang, Arcade, the Reaver, Doctor Crocodile, Hurricane II, Doctor Syn, Sir James Jaspers, Kaptain Briton, Juggernaut, Mordred the Mystic, Hauptmann Englande and Lightning Force
Usual base of operations: Excalibur's lighthouse, off the coast of Britain; Braddock Manor, England
Former bases of operations: Thames University, London, England
Current group membership: Excalibur
Former group membership: None
Extent of education: Graduate degree in physics

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 257 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 100
Speed: Enhanced human
Flight speed: Supersonic
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, trained in the conventional fighting methods
Special skills and abilities: Expertise in physics
Superhuman physical powers: Other than the above listed physical abilities, Captain Britain possesses no other superhuman powers
Superhuman mental powers: None

Special limitations: Superhuman powers dependent on Captain Britain's presence in Britain or mystical environment; otherwise his powers eventually fade; in the past his powers were also dependent on wearing his costume
Source of superhuman powers: Sorcery, also heritage of being the son of a denizen of extradimensional Otherworld

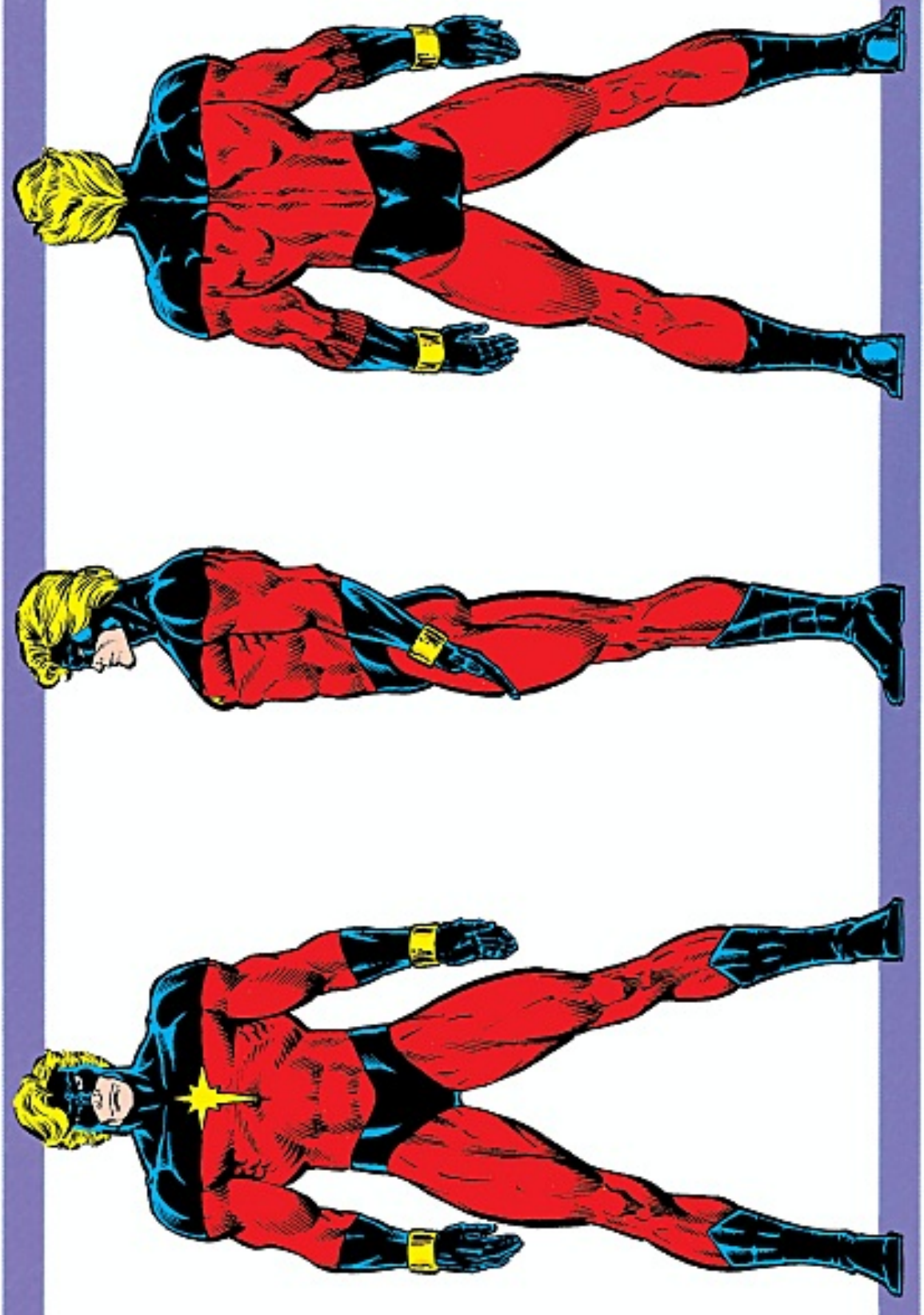
PARAPHERNALIA

Costume specifications: Unrevealed
Personal weaponry: Formerly carried a star-sceptre, a mystic talisman that he could utilize like a quarterstaff; it also enabled him to fly and could project a protective mystical force field
Special weaponry: Formerly wore the mystical amulet of right, which could mystically replenish his superhuman energies.
Other accessories: Captain Britain was formerly dependent on his battlesuit, which magnified his innate superhuman powers, in order to utilize them; he no longer requires the battlesuit for the full use of his powers
Transportation: Flight under own power
Design and manufacture of paraphernalia: Merlin

BIBLIOGRAPHY

First appearance: (UK) CAPTAIN BRITAIN Vol. 1 #1, (US) MARVEL TEAM-UP #65
Origin issue: (UK) CAPTAIN BRITAIN #1-2, (US) MARVEL TEAM-UP #65
Significant issues: CAPTAIN BRITAIN Vol. 1 #1 (first encountered Merlin and Roma, gained superhuman powers, battled Reaver); MARVEL TEAM-UP #65-66 (traveled to New York City, met Spider-Man, first clash with Arcade); CAPTAIN BRITAIN Vol. 2 #2-3 (clashed with Crazy Gang, Slaymaster, and Vixen); CAPTAIN BRITAIN Vol. 2 #4-6 (captured by Gatecrasher's Technet on behalf of Satyr-Nin, fought otherdimensional counterpart Kaptain Briton); CAPTAIN AMERICA #305-306 (captured by Modred the Mystic; teamed with Captain America to defeat Modred); CAPTAIN BRITAIN Vol. 2 #9 (gave up role of Captain Britain); CAPTAIN BRITAIN Vol. 2 #13 (killed Slaymaster in his vengeance for his beating and blinding of Betsy, reassumed role of Captain Britain); EXCALIBUR SPECIAL EDITION #1 (fought Gatecrasher's Technet, became founding member of Excalibur); EXCALIBUR #1 (reunited with Courtney Ross); EXCALIBUR #2 (first battled Juggernaut); EXCALIBUR #4-5 (clashed with Arcade and Crazy Gang, temporarily switched bodies with Crazy Gang's Tweedledope); EXCALIBUR #9-11 (encountered and fought otherdimensional Nazi counterpart Hauptmann Englande); MARVEL COMICS PRESENTS #31-38 (with Excalibur, battled Arcade's "Loonies"); THOR #427-429 (with Excalibur, battled Thor, believing him to be Juggernaut due to Loki's Magic; journeyed with Thor into dimension ruled by Juggernaut)

CAPTAIN MARVEL™



CAPTAIN MARVEL I

BIOGRAPHICAL DATA

Real name: Mar-Vell
Aliases at time of death: None
Former aliases : None
Dual identity: None
Occupation at time of death: Protector of the Universe
Former occupation: Captain of the Kree space fleet, later adventurer
Citizenship: Kree Empire
Legal status: Exiled
Place of birth: City of Rad-Nam on the planet Kree-Lar in the Kree galaxy (greater Magellanic Cloud)
Place of death: Titan
Cause of death: Cancer
Marital status: Single
Known relatives: None
Known confidants: Rick Jones, Elysius of Titan
Known allies: The Avengers
Major enemies: Thanos, Ronan the Accuser, Nitro, Commander Yon-Rogg, Sentry #459, the Super-Skrull, the Controller
Base of operations at time of death: Mobile throughout the local group of Galaxies
Former base of operations: Same
Group membership at time of death: None
Former group membership: Kree Militia, posthumously made an honorary Avenger
Extent of education: Kree military training

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 240 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: (without augmentation from nega-bands) Superhuman Class 10, (augmented by nega-bands) Superhuman Class 25
Speed: (without augmentation from nega-bands) Enhanced human, (augmented by nega-bands) Beyond light speed
Stamina: Enhanced human
Durability: (without augmentation from nega-bands) Peak human, (augmented by nega-bands) Metahuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Mastery of all forms of Kree unarmed combat
Special skills and abilities: Extensive knowledge of the technologically advanced vehicles and devices of the Kree Empire
Superhuman physical powers: The ability to metabolize solar energy and convert it for a variety of uses, including superhuman strength, durability, and flight
Superhuman mental powers: "Cosmic Awareness"

Special limitations: Mar-Vell's abilities would decrease at night or when otherwise shielded from a source of solar radiation

Source of superhuman powers: Genetic alteration as result of bombardment with electromagnetic radiation

PARAPHERNALIA

Costume specifications: Alien fabric

Personal weaponry: None

Special weaponry: "Nega-bands" which enable the user to convert psionic energy for a variety of uses, including flight, faster-than-light travel, strength and durability enhancement and the firing of bolts of force

Other accessories: None

Transportation: Often flight under own power

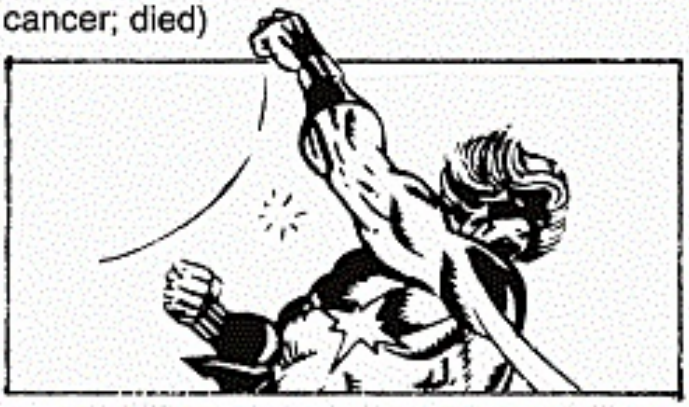
Design and manufacture of paraphernalia: Kree Empire

BIBLIOGRAPHY

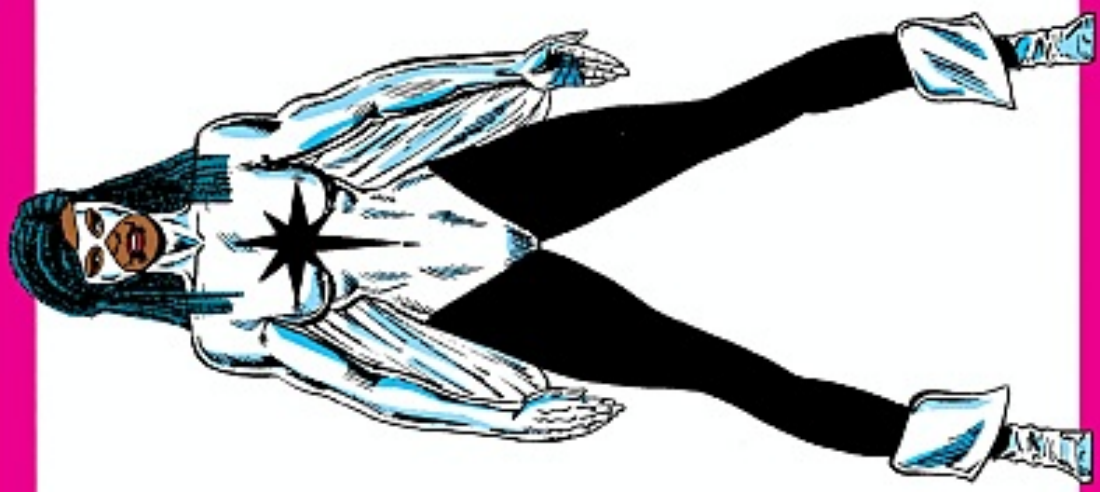
First appearance: MARVEL SUPER-HEROES #18

Origin issue: MARVEL SUPER-HEROES #18, CAPTAIN MARVEL #16

Significant issues: MARVEL SUPER-HEROES #18-19 (arrival on Earth, battled Sentry #459); CAPTAIN MARVEL #4 (battled Namor the Sub-Mariner); CAPTAIN MARVEL #7 (found guilty of treason by Kree Empire, sentenced to death); CAPTAIN MARVEL #8 (death of lover Una at hands of Yon-Rogg); CAPTAIN MARVEL #15 (given superhumanoid powers by Kree Supreme Intelligence); CAPTAIN MARVEL #16 (given new uniform by Kree Supreme Intelligence); CAPTAIN MARVEL #17 (trapped in Negative Zone; life-force bonded to that of Earthman Rick Jones); AVENGERS #72 (first encountered Avengers); AVENGERS #89-99 (participated in Kree/Skrull War alongside Avengers); CAPTAIN MARVEL #27 (first encountered Thanos); CAPTAIN MARVEL #29 (given "Cosmic Awareness" by Eon, appointed Protector of the Universe); CAPTAIN MARVEL #33 (defeated Thanos); CAPTAIN MARVEL #34 (battled Nitro; exposed to carcinogenic gas); CAPTAIN MARVEL #39 (encountered assembled Watchers); CAPTAIN MARVEL #42 (battled Stranger); CAPTAIN MARVEL #50 (separated permanently from Rick Jones); AVENGERS ANNUAL #7/MARVEL-TWO-IN-ONE ANNUAL #2 (joined Avengers and Adam Warlock in battle against Thanos); MARVEL GRAPHIC NOVEL #1 (revealed to have terminal cancer; died)



CAPTAIN MARVEL™



CAPTAIN MARVEL II

BIOGRAPHICAL DATA

Real name: Monica Rambeau
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current Occupation: Adventurer, shipping company executive
Former occupation: Harbor patrol officer, cargo ship captain
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New Orleans, Louisiana
Marital status: Single
Known relatives: Frank and Maria Rambeau (parents)
Known confidants: Frank and Maria Rambeau, Captain America, the Wasp, Ron Morgan
Known allies: Avengers, Spider-Man, the Fantastic Four, Dr. Strange, Derrek Freeman
Major enemies: Nebula I, Dracula, Kristina Ramos, Powderkeg, Moonstone II, Sons of the Serpent II
Usual base of operations: New Orleans, Louisiana and Avengers Mansion, New York City
Former base of operations: New Orleans, Louisiana
Current group membership: Avengers East (reserve member)
Former group membership: Avengers
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 130 lbs
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete, formerly Superhuman Class 10
Speed: Athlete
Flight speed: Supersonic, formerly Light speed
Stamina: Athlete
Durability: Athlete, formerly Metahuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant; received Harbor Patrol training and Avengers training in unarmed combat by Captain America; proficient marksman with a handgun
Special skills and abilities: Good detective, expert swimmer
Superhuman physical powers: Aside from the above listed attributes, the ability to manipulate any form of electromagnetic energy allowing for various effects, including projection of cosmic rays, gamma rays, x-rays, ultraviolet radiation, visible light, infrared radiation, microwaves, and radio waves; enabling her to fly, render herself partially invisible, and create holographic

images. Initially, she had the ability to transform herself into any form of electromagnetic energy; she also formerly had the ability to shunt any mechanical energy directed towards her through a dimensional interface surrounding her body, granting her increased strength, resistance to impact, and the ability to fly

Superhuman mental powers: None

Special limitations: Only able to project one wavelength of energy at a time, although she can switch to another wavelength in a fraction of a second; (former) Only able to transform into one wavelength of energy at a time, although she could transform into another wavelength in a fraction of a second; dimensional interface becomes inoperative with lapses in concentration

Source of superhuman powers: Bombardment by unknown extradimensional energies

Note: After a massive energy expenditure. Captain Marvel lost her ability to transform her body into various wavelengths of electromagnetic energy. She can however surround her physical form in nimbuses of various energies.

PARAPHERNALIA

Costume specifications: Unstable molecules

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Flight under own power

Design and manufacture of paraphernalia: Andre LeClare

BIBLIOGRAPHY

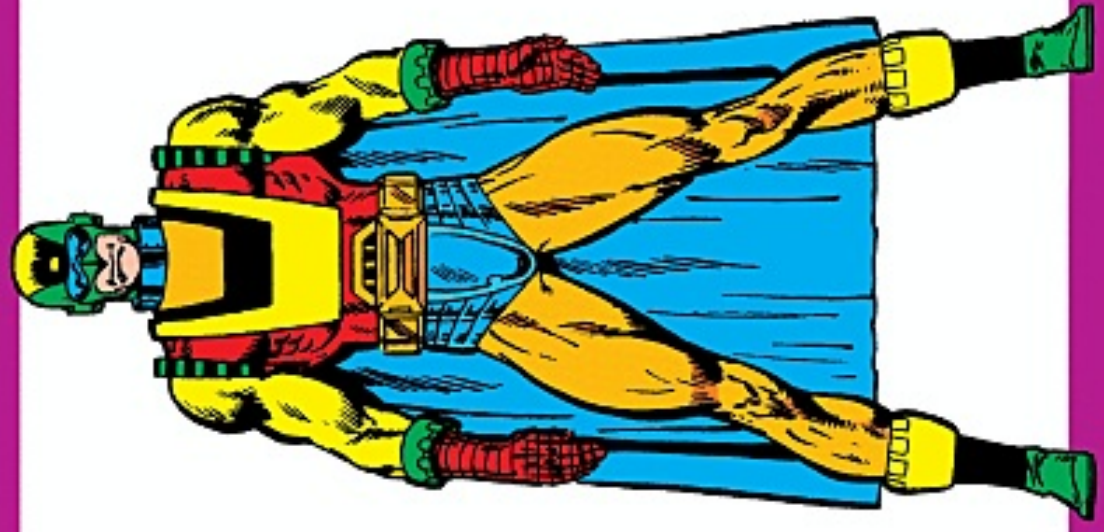
First appearance: AMAZING SPIDER-MAN ANNUAL #16

Origin issue: AMAZING SPIDER-MAN ANNUAL #16

Significant issues: AMAZING SPIDER-MAN ANNUAL #16 (battled Ernesto Ramirez, gained superhuman powers, assisted in gaining control of powers by Iron Man I and Spider-Man); AVENGERS #227 (became an Avengers trainee); AVENGERS #231 (granted full Avengers membership); DOCTOR STRANGE Vol. 2 #60 (alongside Dr. Strange and Scarlet Witch, battled Dracula); MARVEL SUPER-HEROES SECRET WARS #1-12 (alongside other heroes, transported to Battleworld by the Beyonder to battle army of superhuman criminals); MARVEL TEAM-UP #142-143 (alongside Spider-Man and Starfox, battled Dr. Eric Paulson, temporarily lost ability to transform back to human form)

Note: Monica Rambeau is not to be confused with Mar-Vell, the late Kree Warrior and Protector of the Universe who first used the name Captain Marvel on Earth.

CAPTAIN ULTRA™



CAPTAIN ULTRA

BIOGRAPHICAL DATA

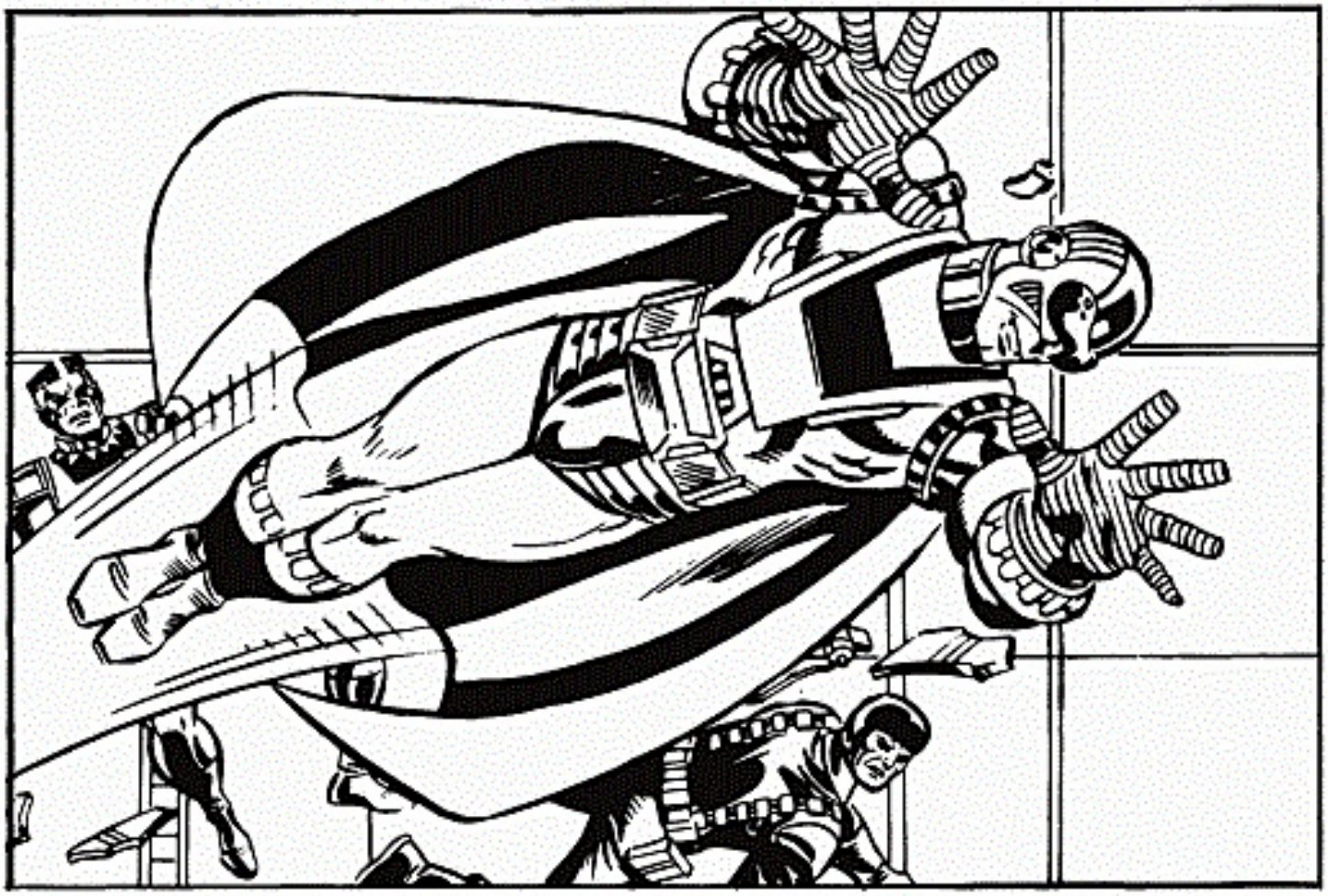
Real name: Griffin Gogol
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Stand-up comedian
Former occupation: Plumber
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Unrevealed, apparently single
Known relatives: None
Known confidants: Doc Samson, Dr. Spock (his psychologists)
Known allies: None
Major enemies: Ekl'r, the Demon Without Humor
Usual base of operations: New York City
Former bases of operations: Chicago, Illinois
Current group membership: None
Former group membership: The Defenders (one day only)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Unrevealed
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Flight speed: Natural winged flight
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: No training in hand-to-hand combat skills, relies more on superhuman powers in combat
Special skills: None
Superhuman physical powers: Aside from the above listed attributes, Captain Ultra has the ability to become intangible at will, see through substances up to 18 inches in thickness at a maximum distance of 20 feet, the ability to project breath forward with great concussive force, (possibly others as yet unrevealed) All physical powers derive from psionic energy.
Superhuman mental powers: Captain Ultra can tap into his psionic "ultra-potential," enabling him to manifest a wide variety of mental and physical superhuman powers, not all of which have been revealed
Special limitations: Formerly suffered from pyrophobia (fear of fire)
Source of superhuman powers: Unrevealed, powers released through hypnosis by alien



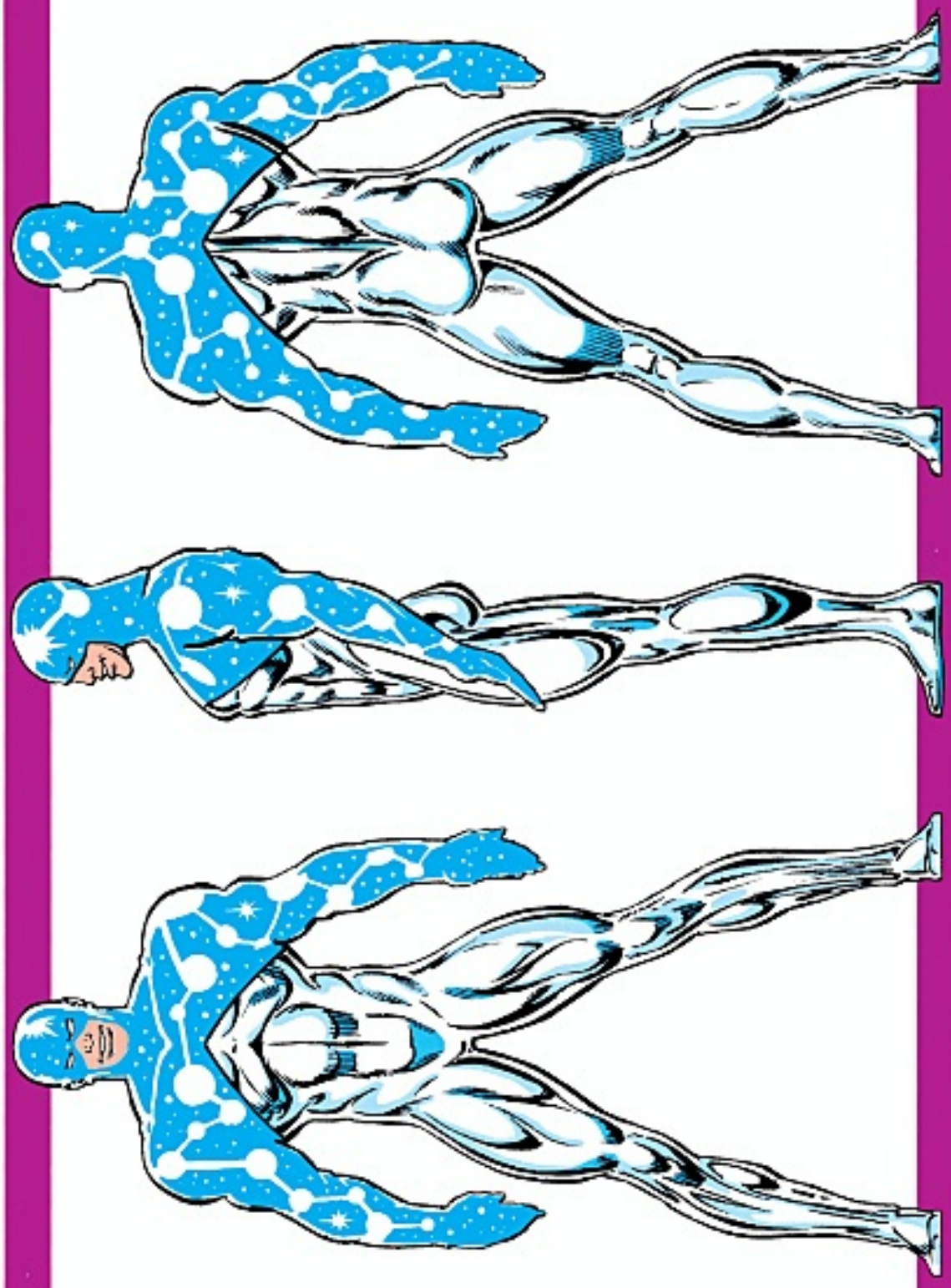
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #177
Origin Issue: MARVEL COMICS PRESENTS #50
Significant issues: FANTASTIC FOUR #177 (unsuccessfully attempted to join Frightful Four); DEFENDERS #62-64 (attempted to join Defenders and aided Defenders in thwarting crime wave in New York City by costumed criminals); THOR #336 (encountered Thor in Chicago); MARVEL COMICS PRESENTS #50 (cured of pyrophobia by Doc Samson, began new career as stand-up comedian, battled Ekl'r. the Demon Without Humor)

CAPTAIN UNIVERSE™



CAPTAIN UNIVERSE

BIOGRAPHICAL DATA

Real name: Variable; Captain Universe is the generic name for the recipient of the Uni-Power, which constantly transfers from one person to another
Other current aliases: Variable
Former aliases: Raymond Coffin, Steven Coffin, Ann Dodgson Stafford, Clare Dodgson, Monty Walsh, Stephen Strange, Arcturus Rann, Bruce Banner, Delayne Masters, Evan Swann, Peter Parker (Spider-Man), Eddie Price, L'Matto
Dual identity: Secret, the general populace of Earth is unaware of the existence of the Uni-Power
Current occupation: Unrevealed
Former occupation: Various
Citizenship: Variable
Legal status: Variable
Place of birth: Variable
Marital status: Variable
Known relatives: Variable
Known confidants: Variable
Known allies: The Micronauts, the Time Travelers, various
Major enemies: Baron Karza, Terminus, various
Usual base of operations: Mobile throughout Earth and the known universe
Former bases of operations: Mobile in the Microverse
Current group membership: None
Former group membership: None
Extent of education: Variable

PHYSICAL DESCRIPTION

Height: Variable
Weight: Variable
Eyes: Variable
Hair: Variable
Other distinguishing features: Variable

POWERS AND ABILITIES

Intelligence: Variable
Strength: Superhuman Class 10, potentially incalculable
Speed: Enhanced human, potentially subsonic
Flight speed: Subsonic, potentially orbital velocity
Stamina: Enhanced human, potentially metahuman
Durability: Enhanced human regenerative, potentially metahuman regenerative
Agility: Enhanced human, potentially superhuman
Reflexes: Enhanced human, potentially superhuman
Fighting skills: Variable
Special skills and abilities: Variable
Superhuman physical powers: Aside from the above listed attributes, which vary in intensity with each wielder of the Uni-Power, molecular rearrangement of organic and inorganic matter, transmutation of elements, ability to fire burst of energy and concussive force, Uni-Vision (microscopic, X-Ray, and telescopic vision)
Superhuman mental powers: Hypnosis

(using visible Uni-Vision energy)
Special limitations: The Uni-Power endows the wielder with superhuman powers which vary in intensity with each wielder according to the strength and imagination of each; thus, some recipients are more powerful as Captain Universe than others
Source of superhuman powers: The Uni-Power, a manifestation of the Enigma Force, an extradimensional energy source originating in the Microverse

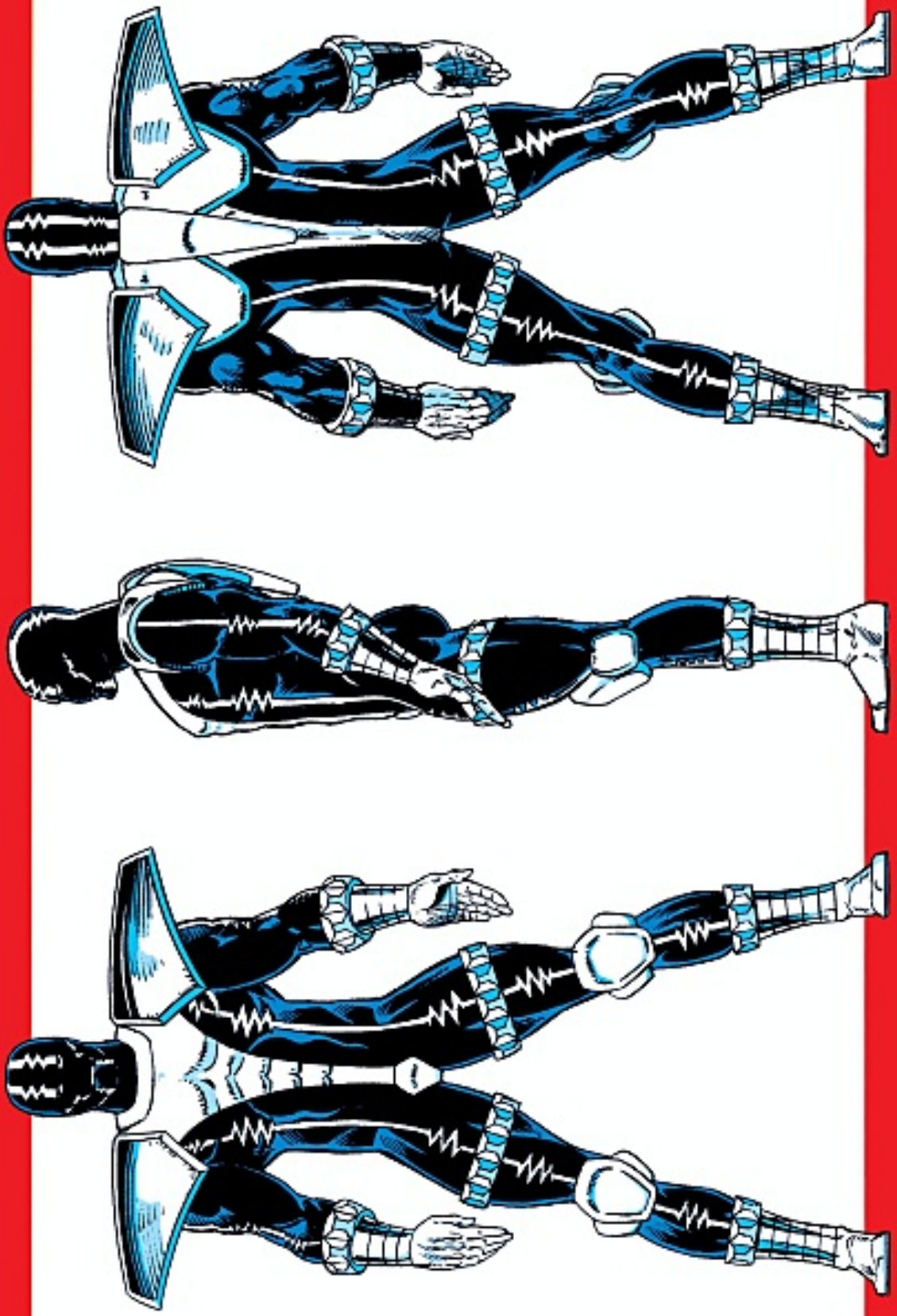
PARAPHERNALIA

Costume specifications: Inapplicable; the Uni-Power automatically confers the Captain Universe costume upon its wielder
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: MICRONAUTS Vol. 1 #8
Origin issue: Captain Universe's origin is as yet unrevealed.
Significant issues: MICRONAUTS Vol. 1 #8 (possessed Ray Coffin to battle Baron Karza and seal the Prometheus Pit between the Microverse and Earth); MARVEL SPOTLIGHT Vol. 2 #9 (possessed Steve Coffin to battle Mister E and his shadow slaves); MARVEL SPOTLIGHT Vol. 2 #10 (possessed Ann Stafford and Clare Dodgson to capture Nemesis); MARVEL SPOTLIGHT Vol. 2 #11 (possessed Monty Walsh to capture Guido Carboni); MICRONAUTS Vol. 1 #35 (possessed Dr. Strange and Commander Arcturus Rann to reinforce the spacewall between the Microverse and the Macroverse); INCREDIBLE HULK ANNUAL #10 (possessed Bruce Banner to defuse nuclear missile; battled the Hulk); MARVEL SUPER-HERO CONTEST OF CHAMPIONS #1 (among heroes summoned by the Grandmaster); MARVEL FANFARE #25 (possessed Delayne Masters to defeat schoolyard bullies); WEB OF SPIDER-MAN ANNUAL #5 (possessed Dr. Evan Swann to stop the Quantum Mechanic from destroying the Earth); SPECTACULAR SPIDER-MAN #158-160/WEB OF SPIDER-MAN #59-61/ AMAZING SPIDER-MAN #327-329/QUASAR #7 (possessed Spider-Man to stop the Tri-Sentinel; battled Trapster, Titania, Magneto, Brothers Grimm II, Goliath III, Hulk, Tess-One, Dragon Man, and Tri-Sentinel); WEB OF SPIDER-MAN ANNUAL #6 (possessed Eddie Price to battle Gart and Rath); GUARDIANS OF THE GALAXY #30-33 (possessed Badoon warrior L'Matto to prevent the Guardians from launching a preemptive strike against the Badoon; exorcised from L'Matto by Dr. Strange)

CARDIAC™



CARDIAC

BIOGRAPHICAL DATA

Real name: Dr. Elias "Eli" Wirtham
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Vigilante, physician, surgeon, owner and administrator of biological research firm
Former occupation: None
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Presumably single
Known relatives: Joshua Wirtham (brother, deceased)
Known confidants: None
Known allies: Spider-Man (sometimes)
Major enemies: Spider-Man (sometimes), Justin Hammer, the Rhino, Styx and Stone, Code: Blue
Usual base of operations: New York City
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: M.D. degree

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 300 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Cardiac's skin is artificial, covering a vibranium mesh neural web

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Superhuman Class 25
Speed: Enhanced human
Stamina: Enhanced human
Durability: Superhuman regenerative
Agility: Enhanced human
Reflexes: Athlete
Fighting skills: Presumably trained in various forms of self-defense
Special skills and abilities: Dr. Elias Wirtham's business administrative skills provide him a strong power base with a number of connections to various enterprises.
Superhuman physical powers: The ability to channel beta particles through the neural web of his vibranium-mesh skin into his muscles thereby endowing him with the above listed attributes, and into external objects (such as his pulse staff and hang glider)
Superhuman mental powers: None
Special limitations: None known (although it is presumable that Cardiac must somehow recharge his artificial heart)
Source of superhuman powers: Heart has been surgically replaced with a compact beta particle reactor which grants Cardiac power

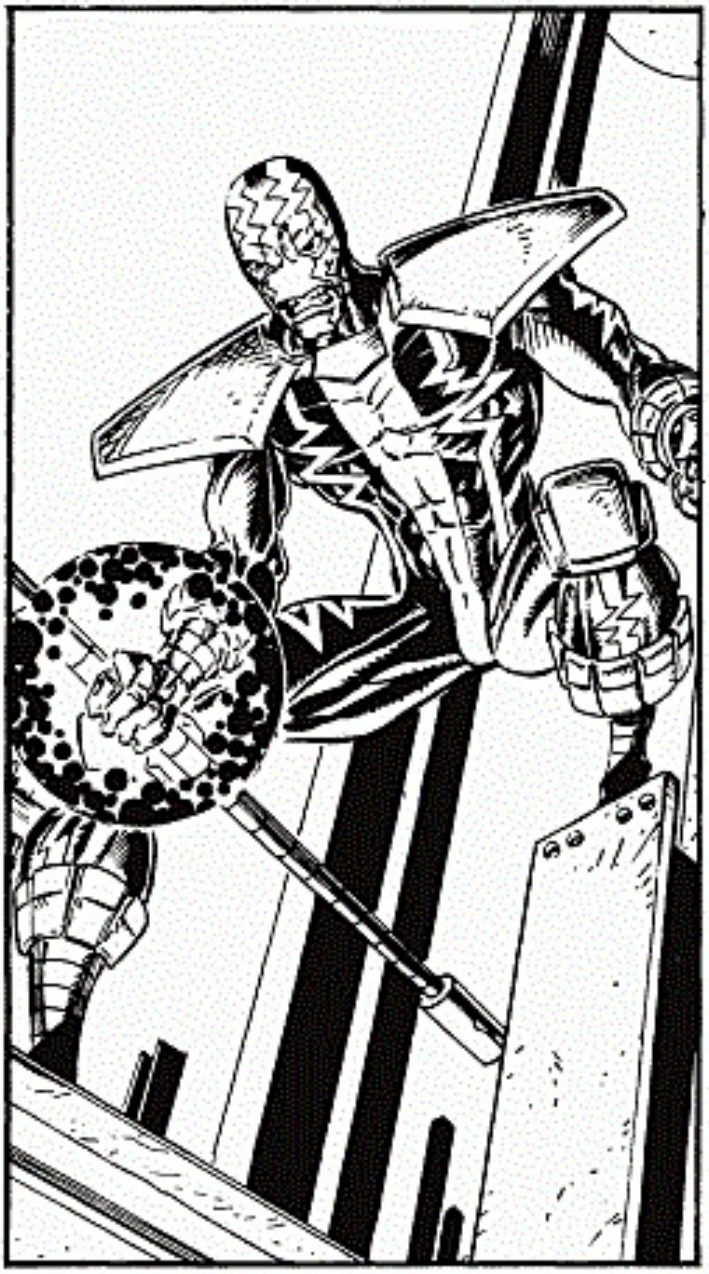
PARAPHERNALIA

Costume specifications: Padded stretch fabric with pockets

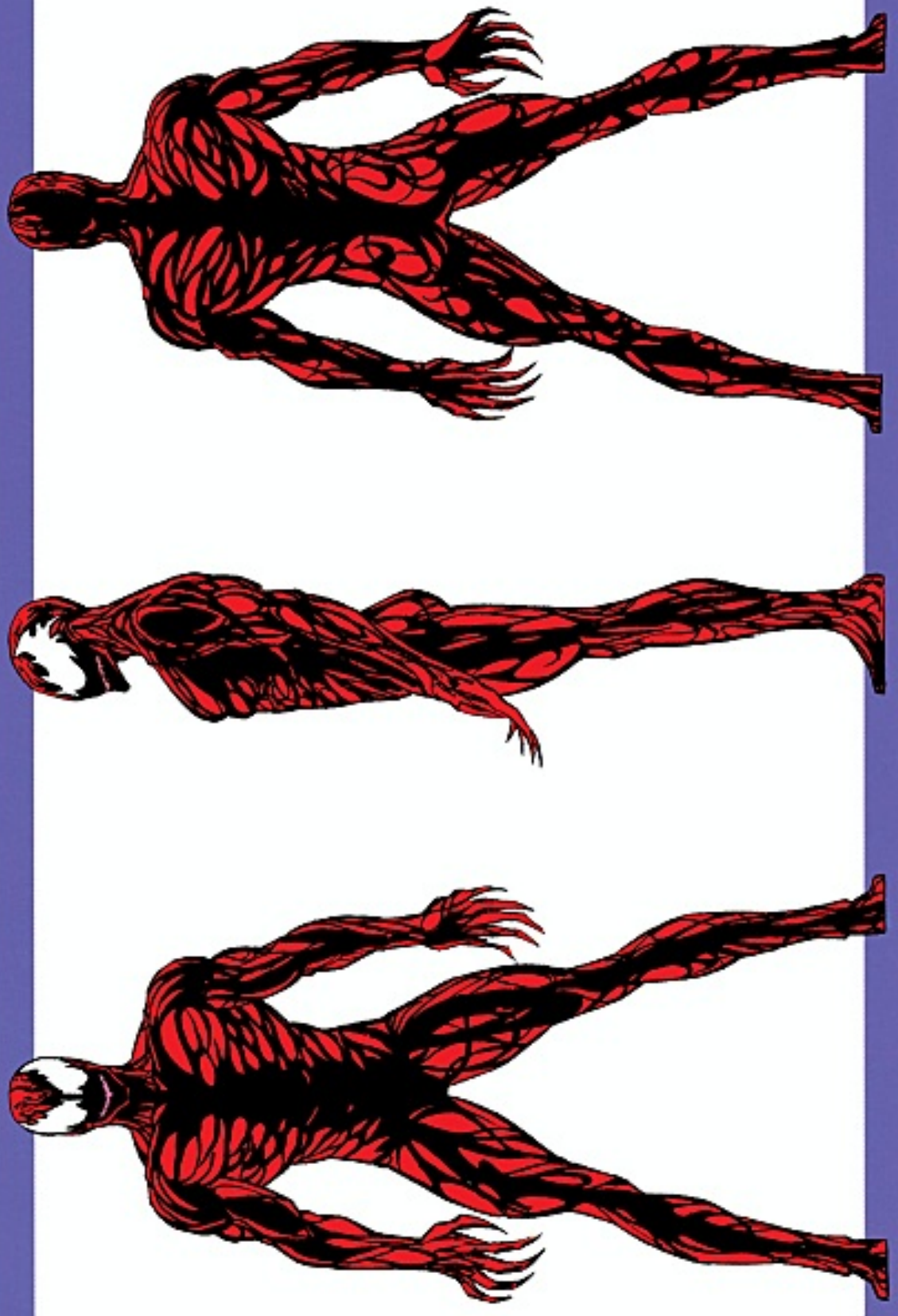
Personal weaponry: Pulse staff which fires concussive force blasts
Special weaponry: None
Other accessories: Unrevealed, if any. Wirtham's research facility could conceivably provide him with an array of weapons and accessories
Transportation: Beta-propelled stingray hang-glider
Design and manufacture of paraphernalia: Dr. Elias Wirtham and associates

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #344
Origin issue: AMAZING SPIDER-MAN #360, 376
Significant issues: AMAZING SPIDER-MAN #344 (first encountered Spider-Man while raiding Sapridyne Chemicals, a company owned by Justin Hammer which processed chemicals vital for the production of cocaine); AMAZING SPIDER-MAN #359 (destroyed the house and property of Albert Brukner, a corrupt S & L broker; attacked a subsidiary of Stane International that manufactured dangerous electronic dolls for children); AMAZING SPIDER-MAN #360 (invaded Stane International to destroy designs for a sonic missile that produced the effects of nerve gas); AMAZING SPIDER-MAN #376 (destroyed the movie studio of William Gant, a filmmaker who produced documentaries on human suffering; attacked by Gant's bodyguards, Styx and Stone); AMAZING SPIDER-MAN #377 (convinced Stone that he would attempt to cure Styx, but betrayed them and almost killed Styx; prevented from doing so by Spider-Man); SPIDER-MAN UNLIMITED #1 (battled Code: Blue)



CARNAGE™



CARNAGE

BIOGRAPHICAL DATA

Real name: Cletus Kasady
Other current aliases: None
Former aliases: None
Dual identity: Known to local authorities
Current occupation: Professional criminal, serial killer
Former occupation: Convict
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Brooklyn, New York
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: (sometimes) Venom
Major enemies: Spider-Man, (sometimes) Venom
Usual base of operations: Former site of St. Estes Home for Boys, Brooklyn, New York
Former bases of operations: Ryker's Island Prison, New York
Current group membership: None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 190 lbs.
Eyes: Green
Hair: Red
Other distinguishing features: As Carnage, Kasady has an elongated jaw, pointed teeth, and sharpened talons as fingers which are actually constructs of the alien costume

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Normal
Durability: Normal
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Basic streetfighting techniques, ruthless hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: In addition to the above listed physical abilities, Carnage possesses the ability to adhere to most surfaces with his hands and feet and project a web-like substance from any part of his costume. He can also separate parts of his costume from himself and use them as weapons. The above attributes are conferred upon him by the costume. Without it, most of his attributes are normal.
Superhuman mental powers: Symbiotic relationship with his alien costume, ability to block Venom's capability of sensing the spawn of his costume
Special limitations: Cletus Kasady is criminally insane. Portions of his costume separated from him for more than approximately 10 seconds lose their molecular integrity and disintegrate into dust.

Source of superhuman powers: Alien costume

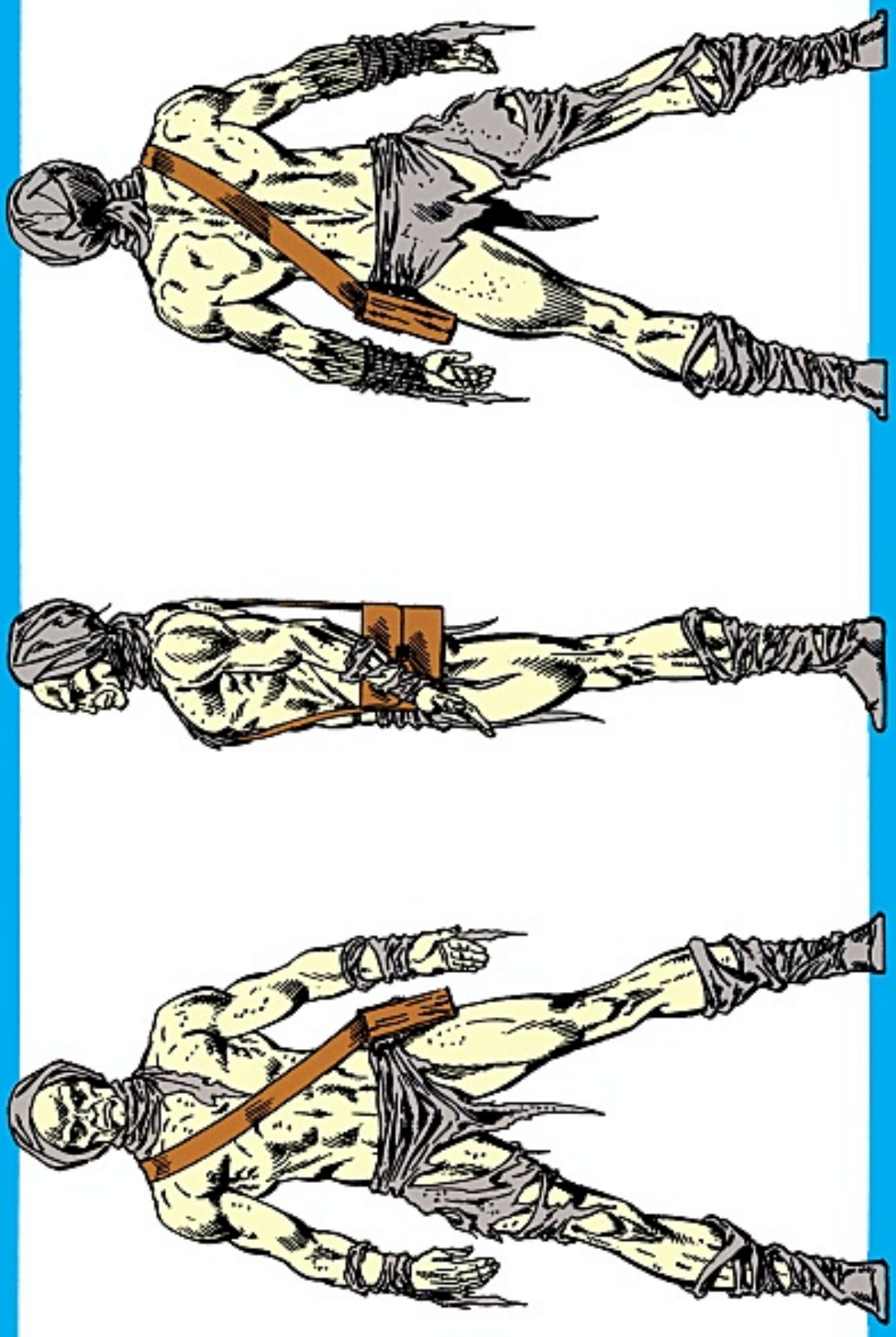
PARAPHERNALIA

Costume specifications: Alien material made of tough, flexible fibers of organic polymers which have the ability to mimic any type of clothing whatsoever; the costume in as yet unexplained manner dampens Spider-Man's spider-sense.
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Web-lines emitted from alien's substance
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: (as Kasady) AMAZING SPIDER-MAN #344, (as Carnage) AMAZING SPIDER-MAN #359
Origin issue: AMAZING SPIDER-MAN #345
Significant issues: AMAZING SPIDER-MAN #344-345 (as cellmate of Eddie Brock, glimpsed Venom's alien costume outside his cell window; attempted to kill Brock, witnessed Brock/Venom's escape from prison, became infected with spawn of Venom's costume); AMAZING SPIDER-MAN #359 (as Carnage, escaped from Ryker's Island prison); AMAZING SPIDER-MAN #360-363 (went on mass murder spree, first encountered Spider-Man, abducted J. Jonah Jameson, battled Spider-MAn and Venom); SPIDER-MAN UNLIMITED #1-2/WEB OF SPIDER-MAN #101-103/AMAZING SPIDER-MAN #378-380/SPIDER-MAN #35-37/SPECTACULAR SPIDER-MAN #201-203 (alongside Venom, battled Spider-Man)

CARRION



CARRION

BIOGRAPHICAL DATA

Real name: (I) Unknown, (II) Malcolm McBride
Other current aliases: (I, II) Miles Warren
Former aliases : (I, II) Unknown
Dual identity: (I, II) Secret; the general public is unaware of Carrion's existence
Occupation at time of death: (I) None
Current occupation: (II) None
Former occupation: (I) Unknown, (II) Graduate school student
Citizenship: (I, II) United States of America
Legal status: (I) Deceased, (II) No criminal record; missing
Place of birth: (I) Unknown, (II) Astoria, New York
Place of death: (I) New York City
Cause of death: (I) Suffocated by giant amoeba
Marital status: (I) Unknown, (II) Single
Known relatives: (I) Unknown, (II) Martha McBride (mother)
Known confidants: (I) Darter (Randy Vale), (II) None
Known allies: (I) None, (II) Hobgoblin
Major enemies: (I) Spider-Man, White Tiger, (II) Spider-Man
Base of operations: (I, II) New York City
Former bases of operations: (I, II) None
Current group membership: (II) None
Former group membership: (I, II) None
Extent of education: (I) Unknown, (II) Graduate school student

PHYSICAL DESCRIPTION

Height: (I, II) 5' 10"
Weight: (I, II) 175 lbs.
Eyes: (I) Yellow, (II) Yellow (as McBride) Blue
Hair: (I) None, (II) None (as McBride) Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: (I, II) Normal
Strength: (I, II) Superhuman Class 10
Speed: (I, II) Normal
Stamina: (I, II) Normal
Durability: (I, II) Metahuman
Agility: (I, II) Normal
Reflexes: (I, II) Normal
Fighting skills: (I, II) None
Special skills and abilities: (I, II) Unrevealed
Superhuman physical powers: Carrion I could reduce the density of his body to become virtually intangible. He could disintegrate organic matter to ash just by touching it. He could also teleport. Carrion II can only disintegrate organic matter.
Superhuman mental powers: (I) Telepathy, self-levitation, telekinesis of organic matter. (II) Intuition bordering on telepathy, self-levitation
Special limitations: Carrion II has not yet taken the time to explore and hone his powers to the extent of his predecessor.

Source of supernuman powers: Genetic replicator virus derived from the mutated DNA of Professor Miles Warren

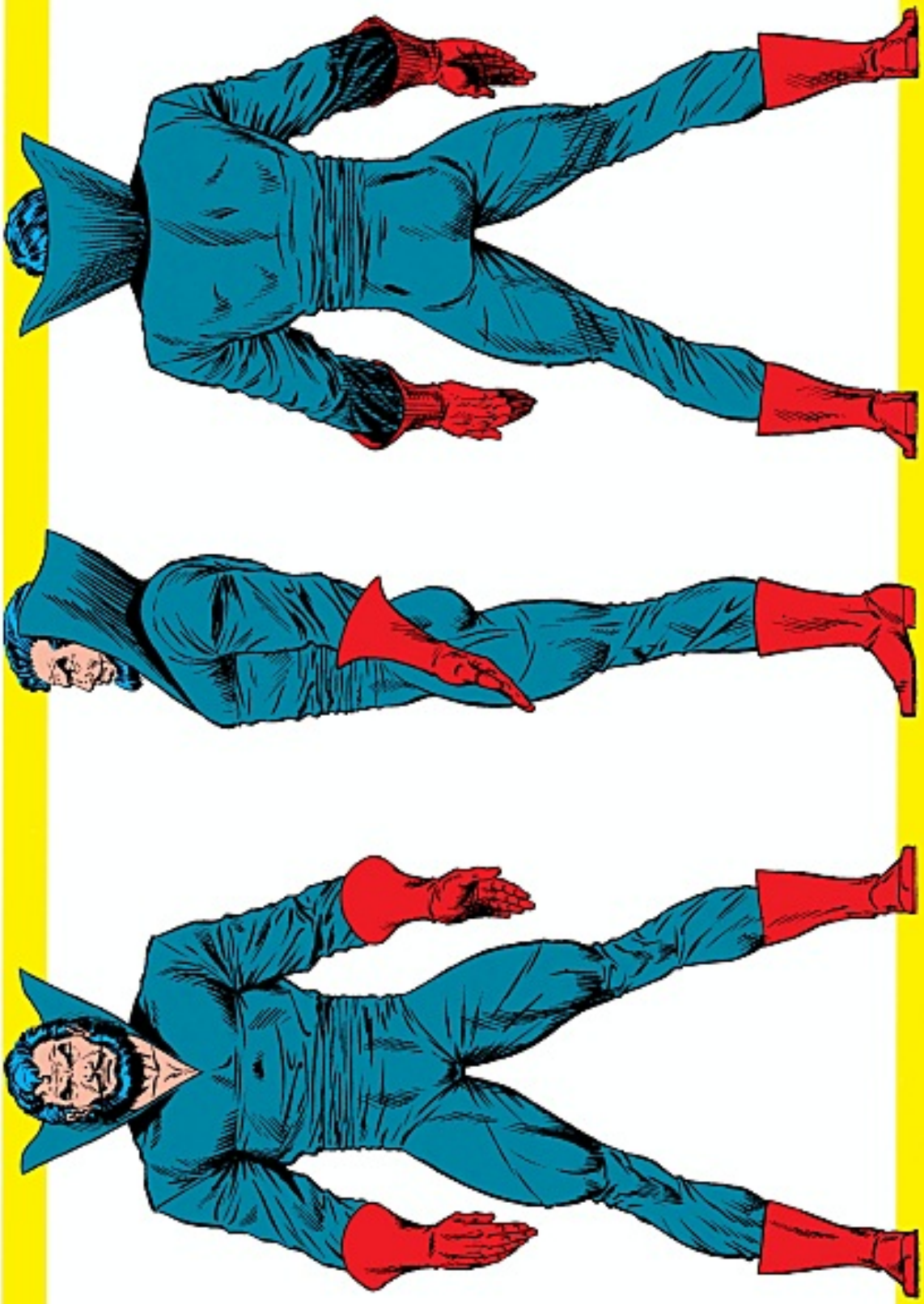
PARAPHERNALIA

Costume specifications: None
Personal weaponry: Chemical substances in the form of red dust which can either render a victim unconscious, or act as a corrosive acid that can burn through flesh, metal and other substances.
Special weaponry: None
Other accessories: Carrion has access to the scientific equipment used by Miles Warren in his "cloning" experiments.
Transportation: Levitation
Design and manufacture of paraphernalia: Miles Warren

BIBLIOGRAPHY

First appearance: (I) SPECTACULAR SPIDER-MAN #25, (II) SPECTACULAR SPIDER-MAN # 149
Origin issue: (I) SPECTACULAR SPIDER-MAN #31, (II) SPECTACULAR SPIDER-MAN # 149
Significant issues: SPECTACULAR SPIDER-MAN #25 (unsuccessfully approached the Maggia with a plan to kill Spider-Man); SPECTACULAR SPIDER-MAN #28-29 (attacked Peter Parker, blaming him for the death of Gwen Stacy); SPECTACULAR SPIDER-MAN #30 (captured Spider-Man and claimed to be the clone of Miles Warren, the Jackal); SPECTACULAR SPIDER-MAN #31 (related partial origin to Spider-Man, killed Darter, created the Spider-Amoeba to drain Spider-Man's life-force, smothered by Spider-Amoeba); SPECTACULAR SPIDER-MAN # 149 (Spider-Man learned true origin of Carrion, Malcolm McBride became Carrion II, battled Spider-Man, picking up predecessor's cause); SPECTACULAR SPIDER-MAN # 162-163 (Carrion II joined forces with the Hobgoblin against Spider-Man, apparently sacrificed himself to save the mother of Malcolm McBride)

CASSIDY, BLACK TOM™



BLACK TOM CASSIDY

BIOGRAPHICAL DATA

Real name: Thomas Samuel Eamon Cassidy
Other current aliases: None
Former aliases: None known
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Terrorist
Citizenship: Ireland
Legal status: Criminal record
Place of birth: Dublin, Ireland
Marital status: Single
Known relatives: Sean Cassidy (Banshee, cousin), Theresa Rourke (Siryn, cousin), Maeve Rourke Cassidy (cousin by marriage, deceased)
Known confidants: Juggernaut, (former) Maeve Rourke
Known allies: Juggernaut, Arianna Jankos, Deadpool, Mr. Tolliver, (former) Siryn
Major enemies: Banshee, X-Men, X-Force, Spider-Man, Spider-Woman I, Cable, Gideon, Sunspot, Leprechauns of Cassidy Keep, Madame Web
Usual base of operations: Mobile in the United States and Western Europe
Former bases of operations: Cassidy Keep, County Mayo, Ireland
Current group membership: None
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 200 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Good hand-to-hand combatant, skilled with bladed weapons, but relies on his superhuman powers in battle
Special skills and abilities: Master of terrorist strategies and tactics; skilled swordsman
Superhuman physical powers: Ability to generate and discharge blasts of concussive force and heat (Black Tom also very briefly possessed the powers of the Juggernaut at half their full might.)
Superhuman mental powers: None
Special limitations: Black Tom's energy blasts and sonic waves generated by Banshee (and presumably Siryn) will cancel each other out on contact
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

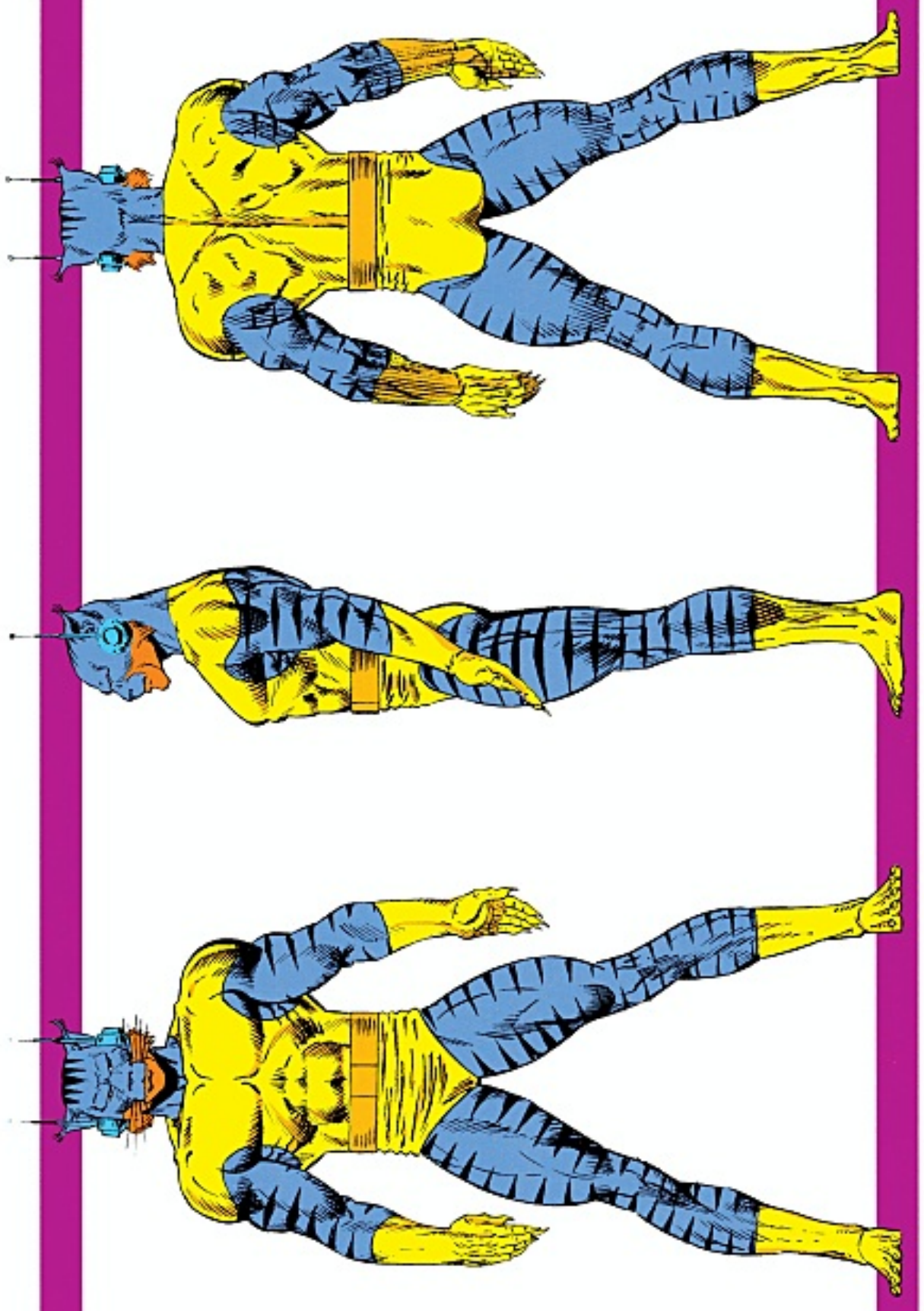
Costume specifications: Conventional

fabrics
Personal weaponry: Uses a wooden shillelagh to help him project heat and force blasts since wood acts as a focus for his power
Special weaponry: Sword, battleaxe
Other accessories: None
Transportation: Yacht
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: (in shadow) X-MEN Vol. 1 #99, (fully seen) X-MEN Vol. 1 #101
Origin issue: CLASSIC X-MEN #17
Significant issues: X-MEN Vol. 1 #99 (murdered lawyer ally of Banshee); X-MEN Vol. 1 #101-103 (with Juggernaut, took Banshee and other X-Men prisoner at Cassidy Keep; was defeated in duel by Banshee); UNCANNY X-MEN #122 (with Juggernaut, hired Arcade to kill X-Men); SPIDER-WOMAN #37-38 (forced Siryn to aid him and Juggernaut in crimes in San Francisco, were defeated by Spider-Woman I and X-Men, exonerated Siryn of responsibility for crimes), AMAZING SPIDER-MAN #229-230 (sent Juggernaut to abduct Madame Web, observed Juggernaut's battle with Spider-Man from afar); MARVEL TEAM-UP #150 (was briefly endowed with half the powers of Juggernaut by Ruby of Cyttorak, teamed with Juggernaut against Spider-Man and X-Men); X-FORCE #1-5 (took Gideon and Sunspot hostage on behalf of Arianna Jankos, used interdimensional teleporter to return Juggernaut to Earth, battled Siryn, was shot by Cable, taken by Deadpool to Mr. Tolliver)

CAT-MAN™



CAT-MAN

BIOGRAPHICAL DATA

Real names: (I) Townshend Horgan, (II) Sebastian Patane
Aliases at time of death: (both) None
Former aliases : (both) None known
Dual identity: (both) Publicly known
Occupation at time of death: (both) Professional criminal
Former occupation: (both) Unrevealed
Citizenship: (both) United States of America
Legal status: (I) Criminal record, (II) No criminal record
Place of birth: (both) Unrevealed
Place of death: (both) New York City
Cause of death: (I) Explosion of a bomb set off by Spymaster I, (II) Electrocuted by Death-Stalker
Marital status: (both) Unrevealed
Known relatives: (both) None
Known confidants: (I) Ape-Man I (deceased), Bird-Man I (deceased), Frog-Man I, (II) Ape-Man II (deceased), Bird-Man II (deceased)
Known allies: (I) Ape-Man I (deceased), Bird-Man I (deceased), Frog-Man I, Dragonfly, Organizer, Exterminator (Death-Stalker) (deceased), Count Lucino Nefaria (deceased), (II) Ape-Man II (deceased), Bird-Man II (deceased)
Major enemies: (I) Daredevil, Spider-Man, X-Men, Iron Man I, Captain America, (II) Death-Stalker (deceased), Daredevil
Base of operations at time of death: (both) New York City
Former base of operations: (both) Unrevealed
Group membership at time of death: (I) Ani-Men I, (II) Ani-Men II
Former group membership: (I) Unholy Three (original Ani-Men, except for Frog-man I), (II) None
Extent of education: (both) Unrevealed

PHYSICAL DESCRIPTION

Height: (I) 6', (II) 5' 11"
Weight: (1) 190 lbs., (II) 185 lbs.
Eyes: (both) Green
Hair: (I) Red, (II) Brown
Other distinguishing features: (I) For a time Cat-Man I possessed razor-sharp claws that were actually part of his body and were given him by scientists employed by Count Nefaria; (II) None

POWERS AND ABILITIES

Intelligence: (both) Normal
Strength: (both) Athlete
Speed: (both) Athlete
Stamina: (both) Athlete
Durability: (both) Athlete
Agility: (I) Athlete (temporarily Superhuman), (II) Athlete
Reflexes: (both) Athlete
Fighting skills: (both) Good hand-to-hand combatant
Special skills and abilities: (both) Extraordinary acrobatic skills
Superhuman physical powers: (I) Tem-

porarily possessed superhuman agility, (II) None

Superhuman mental powers: (both) None

Special limitations: (both) None

Source of superhuman powers: (I) Unrevealed processes administered by scientists employed by Count Nefaria; (II) Inapplicable

PARAPHERNALIA

Costume specifications: (both) Synthetic stretch fabric

Personal weaponry: (both) None

Special weaponry: (I) While employed by the Exterminator, Cat-Man I wielded a "time displacement ray" ("T-Ray") gun that fired a ray that projected its victim into a limbo-like interdimensional void. The gun could thus "displace" a victim for a limited period of time, such 30 minutes. A ray blast of sufficient intensity could exile a victim to the interdimensional void permanently; (II) None

Other accessories: (both) Wore equipment (including antennae) for radio communication with his employers and teammates

Transportation: (both) Conventional means

Design and manufacture of paraphernalia: (I) Organizer's scientists; (II) Exterminator (adapting Cat-Man I's)

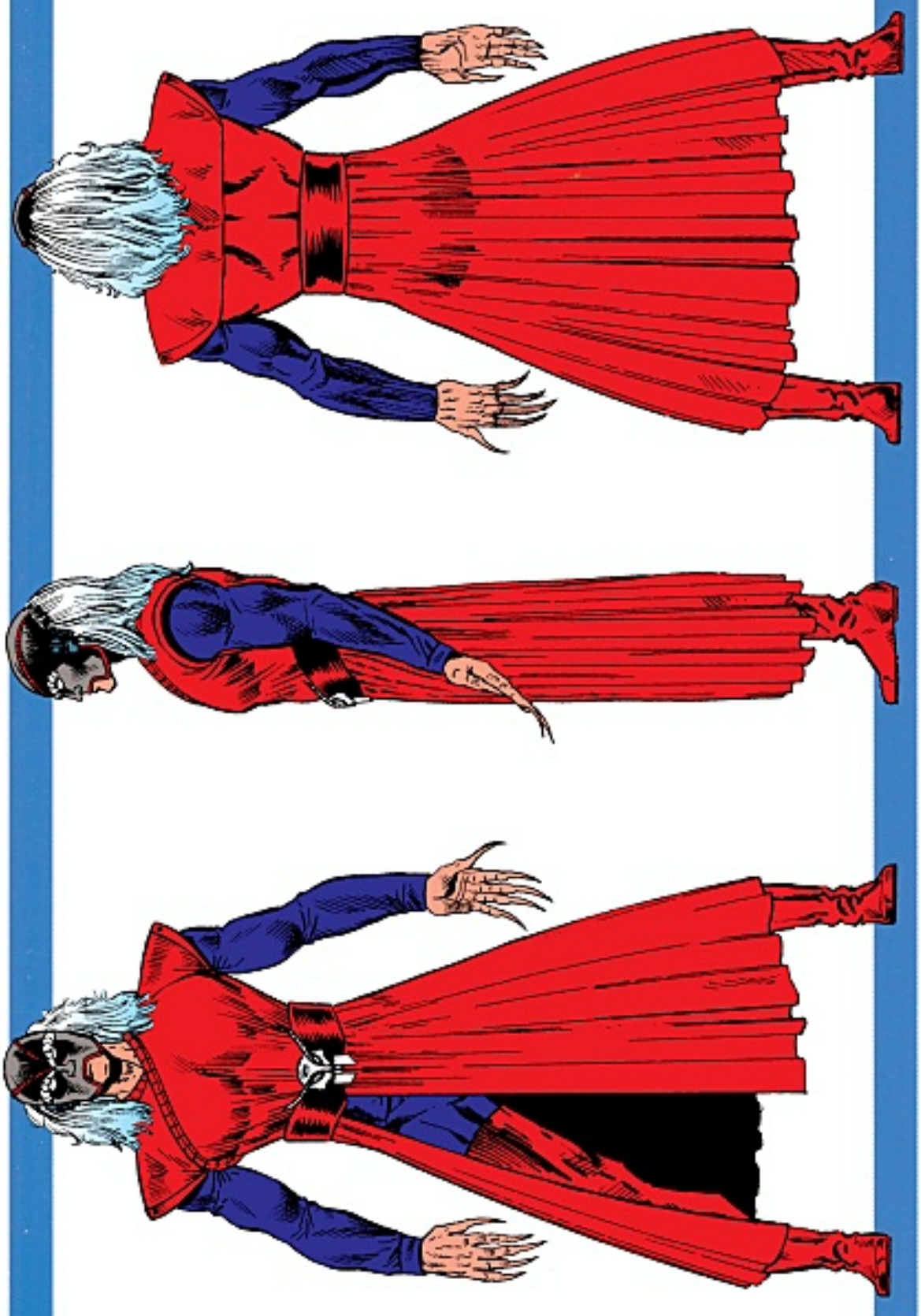
BIBLIOGRAPHY

First appearance: (I) DAREDEVIL #10; (II) DAREDEVIL #157

Origin issue: The origins of Cat-Man I and II are as yet unrevealed.

Significant issues: (I) DAREDEVIL #10-11 (teamed with Ani-Men I as operatives of the Organizer, first battled Daredevil); DAREDEVIL #39-41 (with the Unholy Three as operatives for the Exterminator, battled Daredevil); MARVEL TEAM-UP #25 (operated with Unholy Three as independent team of thieves, defeated by Daredevil and Spider-Man); X-MEN Vol. 1 #95-96 (underwent process giving him superhuman powers, with other Ani-Men invaded Cheyenne mountain missile base for Count Nefaria, fought X-Men); IRON MAN #115-116 (lost his superhuman powers, with other Ani-Men was assigned by Nefaria to kill Tony Stark, fought Iron Man I, killed in explosion); (II) DAREDEVIL #157-158 (with Ani-Men II, sent by Death-Stalker to kidnap Matt Murdock, killed by Death-Stalker)

CENTURIOUS™



CENTURIOUS

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: The Man Without a Soul
Former aliases : Various through the ages
Dual identity: Secret
Current occupation: Secret head of the Firm
Former occupation: Prince of a prehistoric Amerindian tribe, owner of a Louisiana plantation, various others through the ages
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Married and widowed many times
Known relatives: An unnamed prehistoric Amerindian princess (first wife, deceased), Tara (wife, deceased), Adam (brother-in-law, deceased)
Known confidants: None
Known allies: Sin Eater III (Rev. Styge), Steel Wind, Steel Vengeance, the Firm, Lilith II, the Lilin, (former) Sin Eater I (Rev. Ethan Domblue, deceased), Mr. Stern (deceased)
Major enemies: Ghost Rider I, Zarathos, John Blaze, Mephisto, Ghost Rider II, Heart Attack
Usual base of operations: Unrevealed
Former base of operations: None
Current group membership: Leader of the Firm
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 215 lbs.
Eyes: Brown
Hair: White, (formerly) Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete, (enhanced) Peak human
Speed: Athlete
Stamina: Athlete, (enhanced) Peak human
Durability: Athlete, (enhanced) Peak human
Agility: Athlete
Reflexes: Athlete
Fighting skills: Proficient in various hand-to-hand combat techniques learned over many ages, but prefers not to engage in physical combat
Special skills and abilities: Adept practitioner of certain of the mystic arts
Superhuman physical powers: Aside from the above listed attributes, virtually immortality; the ability to manipulate the forces of magic to magically enhance his physical abilities and control of the natural elements of earth, air, fire, and water
Superhuman mental powers: Ability to manipulate the forces magic for a variety of effects, including telekinesis, self-levitation,

illusion-casting, and mental control of certain lower animals and of humans under certain circumstances
Special limitations: None
Source of superhuman powers: (immortality) Conferred upon him with the loss of his soul to Mephisto, (other powers) manipulation of the forces of magic.

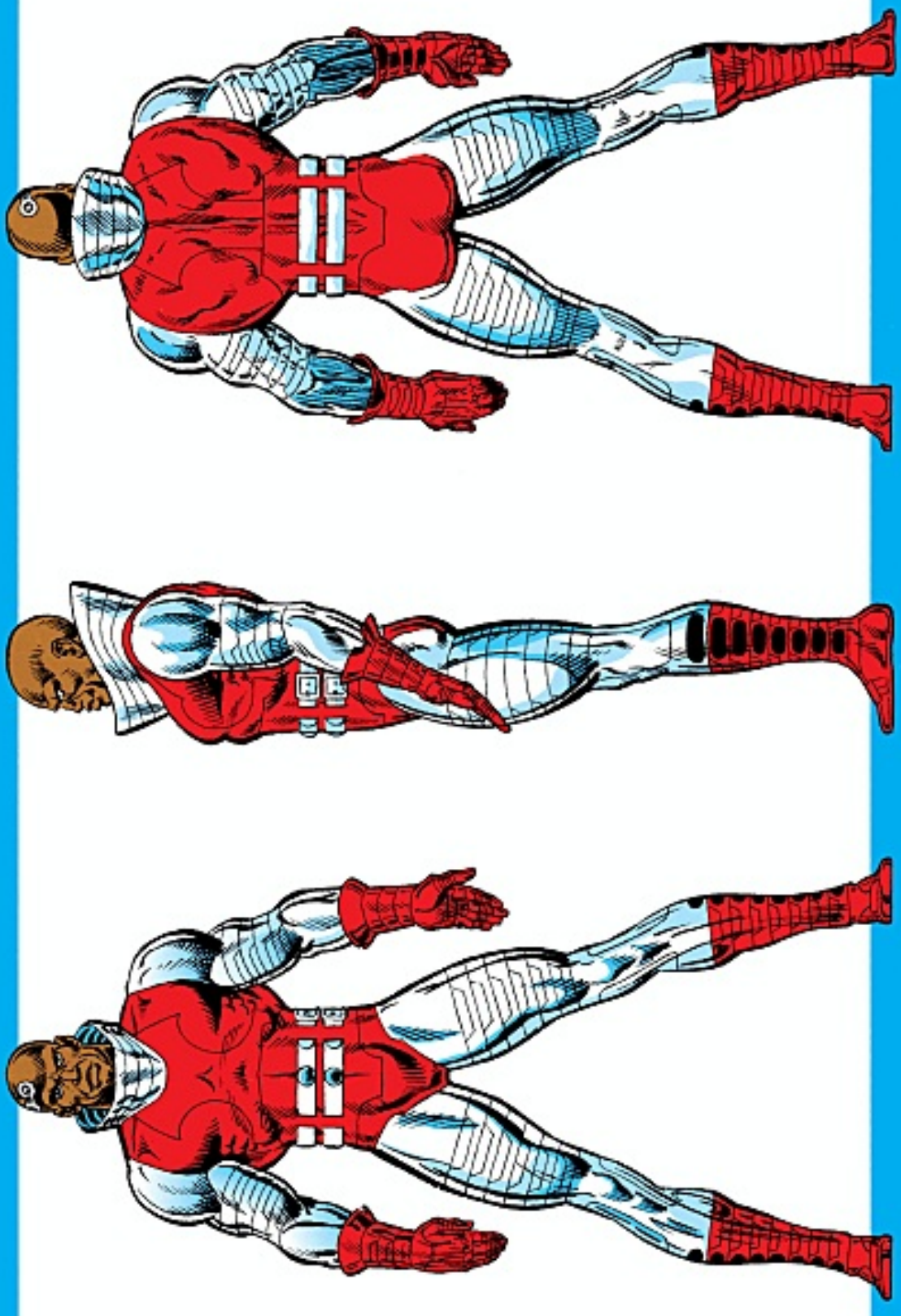
PARAPHERNALIA

Costume specifications: Conventional business attire
Personal weaponry: None
Special weaponry: None
Other accessories: (former) The Crystal of Souls, a power source for his abilities that imprisoned the souls of his victims
Transportation: self-levitation, conventional vehicles
Design and manufacture of paraphernalia: (soul crystal) Unrevealed

BIBLIOGRAPHY

First appearance: GHOST RIDER Vol. 2 #74
Origin issue: GHOST RIDER Vol. 2 #77, 80
Significant issues: GHOST RIDER Vol. 2 #77 (in prehistoric times, bargained his soul to Mephisto in order to combat Zarathos, became soulless immortal); GHOST RIDER Vol. 2 #80 (in Ancient Egypt, studied the mystic arts, acquired the Crystal of Souls); GHOST RIDER Vol. 2 #74 (first encountered and battled Ghost Rider I); GHOST RIDER Vol. 2 #80 (used Rev. Domblue to control the town of Holly, battled Ghost Rider I, trapped John Blaze's soul in soul crystal); GHOST RIDER Vol. 2 #81 (soul crystal shattered by Ghost Rider I, freed John Blaze's soul from soul crystal; Centurious and Zarathos trapped within the soul crystal battling each other); GHOST RIDER Vol. 3 #18 (revealed to have granted supernatural powers powers to Rev. Styge, disciplined Styge after his defeat by Ghost Rider II); SPIRITS OF VENGEANCE #7 (set Steel Wind and Steel Vengeance against Ghost Rider II and John Blaze); SPIRITS OF VENGEANCE #9 (Hag, Troll and Deathwatch turned over to Centurious by Steel Wind and Steel Vengeance); GHOST RIDER Vol. 3 #37 (set the Firm against Ghost Rider II and Archangel, killed Mr. Stern for disobeying orders, captured Heart Attack; identity as head of the Firm revealed [face unrevealed]); SPIRITS OF VENGEANCE #10 (face revealed); SPIRITS OF VENGEANCE #11 (battled Ghost Rider II, formed alliance with Lilith II)

CENTURIUS™



CENTURIUS

BIOGRAPHICAL DATA

Real name: Dr. Noah Black
Aliases at time of death: None
Former aliases : None
Dual identity: Known to SHIELD
Occupation at time of death: Geneticist, self-proclaimed savior of Earth
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Place of death: A cavern beneath Central Park, New York City
Cause of death: Absorption into Blood-gem creature and subsequent shattering of that creature
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Conspiracy
Major enemies: Nick Fury, Ulysses Bloodstone
Base of operations at time of death: Valhalla Island
Former bases of operations: Unrevealed
Group membership at time of death: The Conspiracy
Former group membership: None
Extent of education: Ph D. in genetics

PHYSICAL DESCRIPTION

Height: 6'
Weight: 225 lbs.
Eyes: Brown
Hair: Bald
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Minimal experience at hand-to-hand combat
Special skills and abilities: Extraordinarily advanced knowledge of genetic engineering and other areas of science and technology
Superhuman physical powers: Undefined, transformed into a physically "superior being," apparently aged at an extremely slow rate
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Mutagenic effects of "evolution ray"

PARAPHERNALIA

Costume specifications: Body armor of unknown composition
Personal weaponry: Unrevealed
Special weaponry: "Stun-discs," ray guns firing unknown energies
Other accessories: Unrevealed
Transportation: Advanced aircraft and

spacecraft, monorail, teleportation, thermalic suppression beam

Design and manufacture of paraphernalia: Centurius

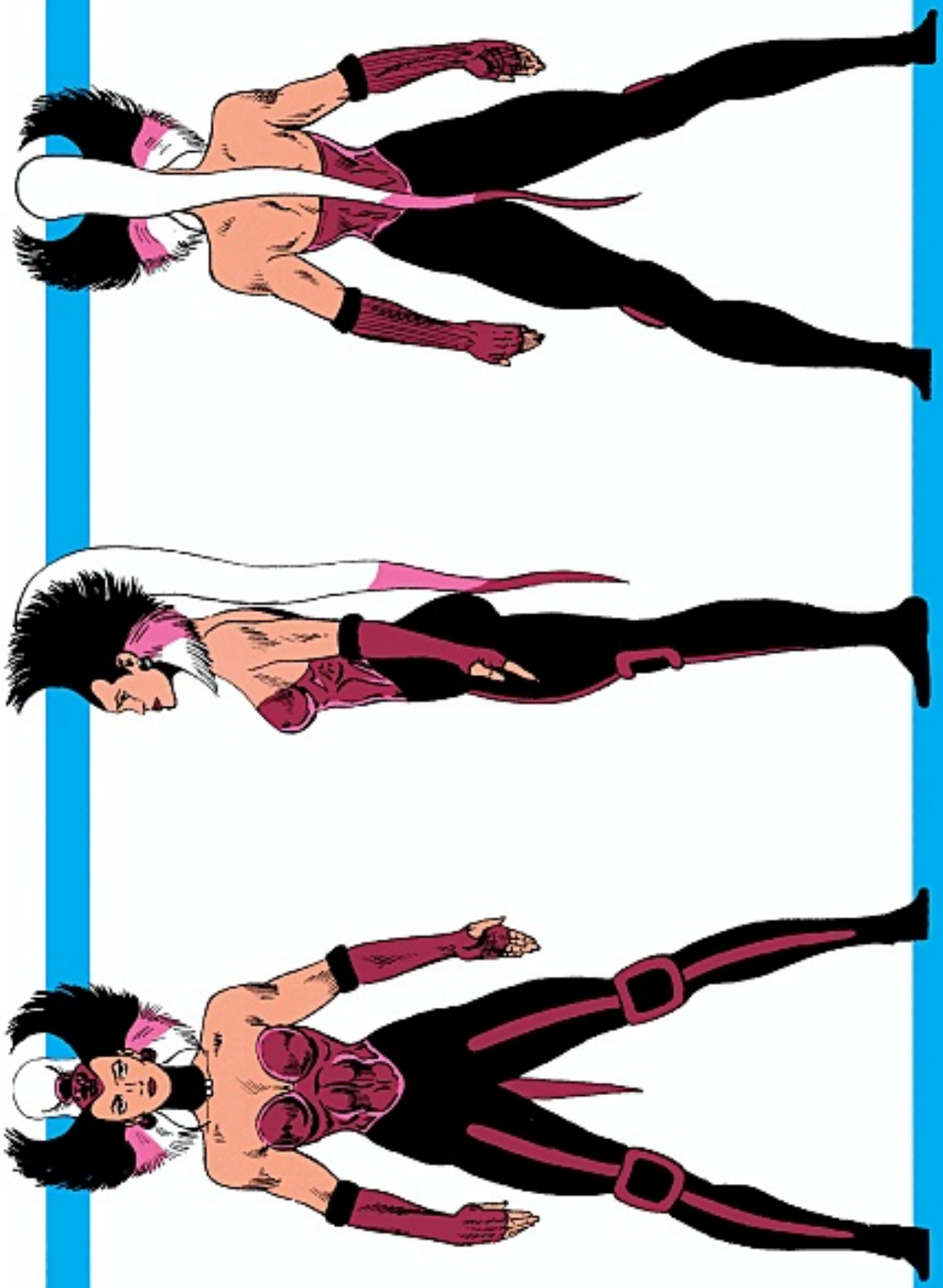
BIBLIOGRAPHY

First appearance: NICK FURY, AGENT OF SHIELD Vol. 1 #2

Origin issue: NICK FURY, AGENT OF SHIELD Vol. 1 #2

Significant issues: NICK FURY, AGENT OF SHIELD Vol. 1 #2 (was transporting newly created life forms aboard orbiting space ark and planning to destroy all remaining life on Earth, was thwarted by Nick Fury, was transformed to protoplasmic ooze by "evolution ray"); RAMPAGING HULK #3 (revealed to have been transformed by ray into "superior being" and to have joined the Conspiracy, clashed with Ulysses Bloodstone); RAMPAGING HULK #8 (absorbed with other Conspiracy members into Bloodgem, which was destroyed by Ulysses Bloodstone); X-FACTOR ANNUAL #3 (shown to be present at conference on genetics in the 1930's along with future High Evolutionary and Arnim Zola)

CERISE™



CERISE

BIOGRAPHICAL DATA

Real name: Cerise
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of earth is unaware that Cerise is an alien.
Current occupation: Law enforcement official of Shi'ar Empire personally responsible to Majestrix Lilandra
Former occupation: Soldier and starship navigator in Shi'ar Empire military, deserter, adventurer
Citizenship: Shi'ar Empire
Legal status: Condemned for treason in the Shi'ar Empire
Place of birth: The planet Shaskofrugnon, Shi'ar Empire
Marital status: Single
Known relatives: None
Known confidants: Nightcrawler, Excalibur
Known allies: Excalibur, Khaos, Lilandra, Dai Thomas, Alistaire Stuart, X-Men
Major enemies: Sat-Yr-9, Jamie Braddock, Troll Associates, Ghath, Serpents, (formerly) Necrom (deceased), Anti-Phoenix (deceased), C'efn
Usual base of operations: Chandilar, Shi'ar Empire
Former bases of operations: Braddock Manor, England
Current group membership: None
Former group membership: Shi'ar military, Excalibur
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 190 lbs.
Eyes: Brown
Feathers: Black, brown, pink, white
Other distinguishing features: The Shi'ar race possesses both avian and mammalian physical characteristics. Hence, Cerise has feathers instead of hair atop her head.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Natural winged flight
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Superb warrior, received intensive combat training in Shi'ar military
Special skills and abilities: Trained starship navigator
Superhuman physical powers: Ability to generate malleable energy fields of coherent light. She can project the light as simple brightness, or as concussive blasts, or use it to form "solid" protective shields or various forms of "solid" objects. Also possesses the power of flight.
Superhuman mental powers: Psionic ability to control the malleable energy fields she generates.

Special limitations: None known
Source of superhuman powers: (flight and light powers) Unrevealed, (others) member of the alien Shi'ar race

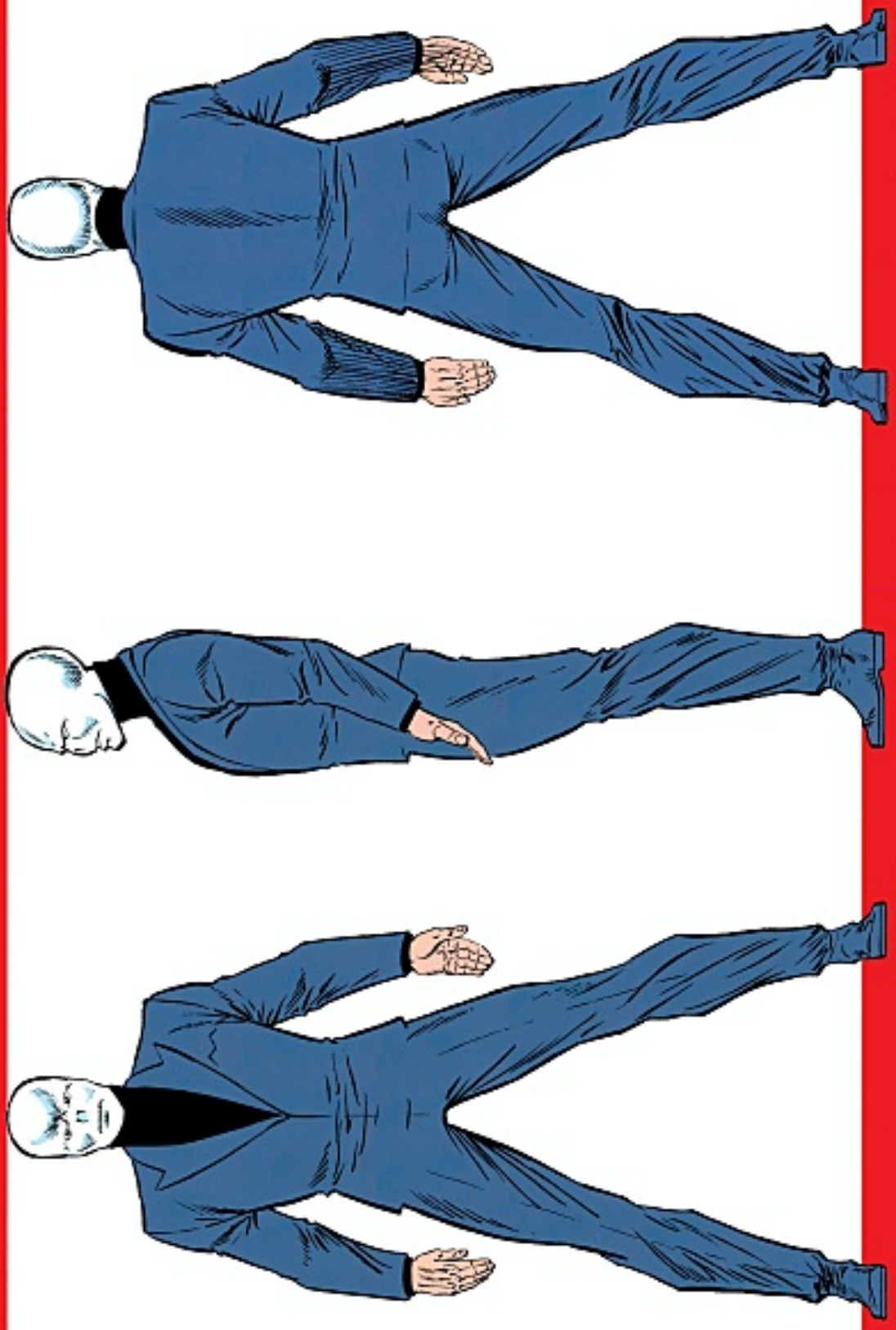
PARAPHERNALIA

Costume specifications: Shi'ar fabric
Personal weaponry: None
Special weaponry: None
Other accessories: Broad-band sensor array housed in her battle dress gloves
Transportation: Flight under own power or she can create a bubble of coherent light around herself which she can levitate through the air. Used a "transit suit" permitting travel through hyperspace.
Design and manufacture of paraphernalia: Shi'ar scientists and craftsmen

BIBLIOGRAPHY

First appearance: (name and face unrevealed) EXCALIBUR #46, (name and face revealed) EXCALIBUR #47
Origin issue: EXCALIBUR #69
Significant issues: EXCALIBUR #46-47 (was accidentally transported to Earth, first encountered and joined Excalibur); EXCALIBUR #48 (alongside Excalibur, battled Anti-Phoenix's rock creatures); EXCALIBUR #49-50 (alongside Excalibur, fought Necrom); EXCALIBUR #54 (encountered Crazy Gang); EXCALIBUR #55-56 (alongside Excalibur struck down by Jamie Braddock and Sat-Yr-9); EXCALIBUR #57-58 (aided Excalibur and X-Men against Troll Associates); EXCALIBUR #59-60 (alongside Nightcrawler, encountered Knight Errant); EXCALIBUR #62 (was attacked by the Serpents and captured by Nigel Orpington-Smythe); EXCALIBUR ANNUAL #1 (first met Khaos, alongside him and Excalibur, battled his foe Ghath on their planet Irth, invited Khaos to join Excalibur); EXCALIBUR #68 (taken into Shi'ar custody by Starjammers); EXCALIBUR #69 (was sent to pandimensional prison Krag, revealed to have destroyed a Shi'ar recruitment vehicle to prevent it from carrying out further acts of genocide); EXCALIBUR #70 (was forced to kill Fang II in personal combat, was sentenced by Lilandra to spend the rest of her life serving her by seeking out Shi'ar officials who abuse their authority, bid farewell to Nightcrawler and Excalibur);

CHAMELEON™



CHAMELEON

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Dr. Turner
Former aliases : Unrevealed
Dual identity: Presumably known to the authorities
Current occupation: Professional criminal
Former occupation: Spy
Citizenship: Unrevealed (possibly Soviet Union)
Legal status: International criminal record
Place of birth: Unrevealed (possibly somewhere in the Soviet Union)
Marital status: Unrevealed
Known relatives: None
Known confidants: Kraven the Hunter
Known allies: Kraven the Hunter, the Leader, Hammerhead, the Femme Fatales, the Scorpion, La Tarantula
Major enemies: Spider-Man, Iron Man, Hulk, Daredevil, Black Cat
Usual base of operations: Mobile
Former base of operations: Unrevealed
Current group membership: Partner with Hammerhead as leader of own criminal organization
Former group membership: Freelance employee of HYDRA
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: Unrevealed
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: Due to a serum he ingested, the Chameleon's face is virtually featureless. His skin is malleable and can be reshaped by electrical impulses emitted by devices in his belt.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: The Chameleon is one of the greatest masters of disguise. He is a brilliant actor and impressionist. He is also a master at creating lifelike masks and make-up. Before treatments made his skin malleable, the Chameleon was a quick-change artist who could assume a new disguise in less than a minute.
Superhuman physical powers: The Chameleon's malleable flesh can assume the features of virtually any human being, limited only by the Chameleon's wild imagination.
Superhuman mental powers: None
Special limitations: It is assumed that

the Chameleon can only imitate the forms of people who are similar in size and weight to himself without external devices such as hologram projectors.
Source of superhuman powers: Serum and physical treatments

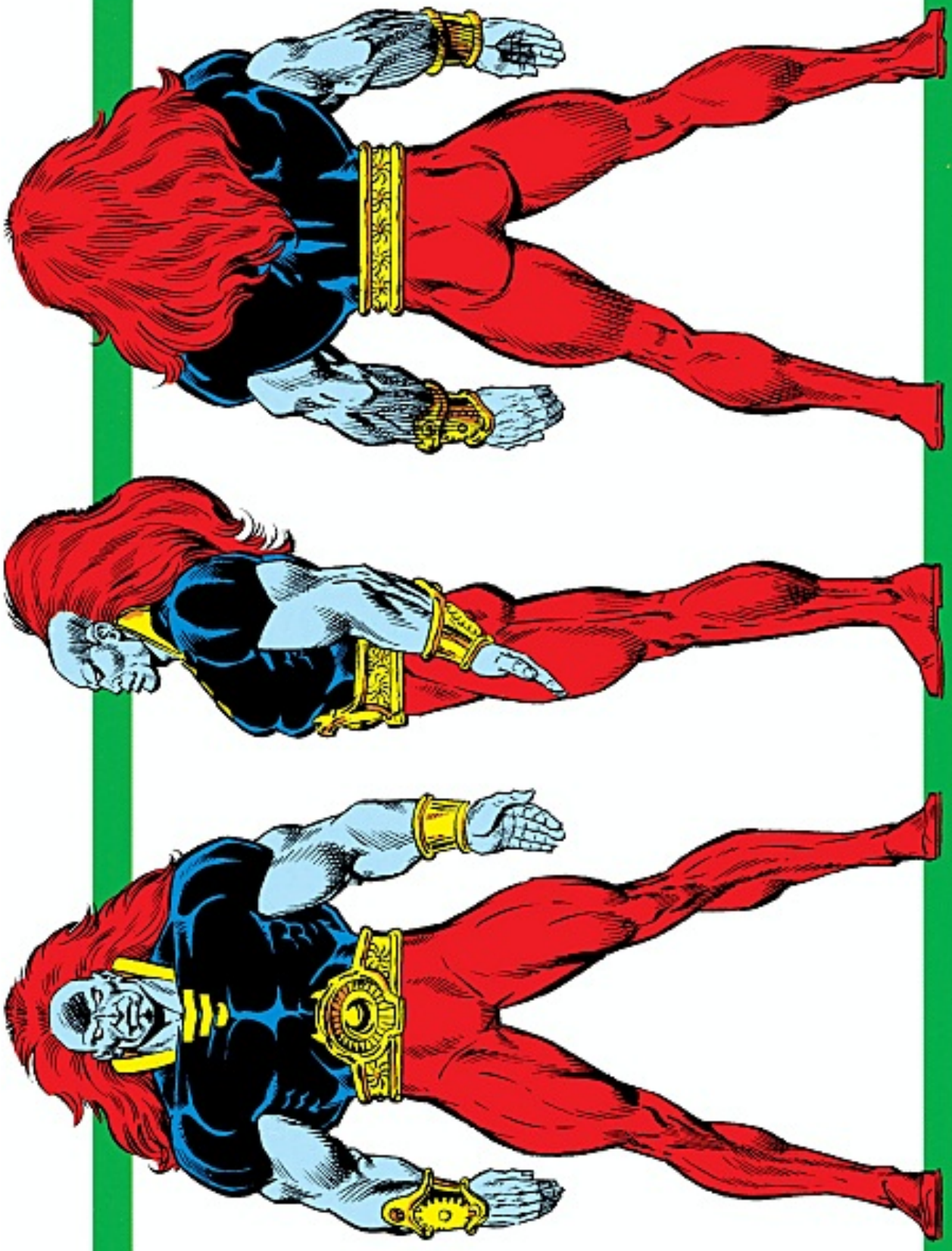
PARAPHERNALIA

Costume specifications: "Memory material" that can be altered by electrical impulses from the Chameleon's belt so as to resemble the clothing of the person he is impersonating.
Personal weaponry: Conventional weaponry
Special weaponry: None
Other accessories: A belt buckle that contains a microcomputer programmed with the facial features of hundreds of people. The belt buckle also contains a video receiver that enables the computer to analyze the appearance of anyone the Chameleon encounters so that it can duplicate his/her features using electrical impulses. On special occasions, the belt is also equipped with a hologram projector which the Chameleon uses for more complex disguises.
Transportation: Various
Design and manufacture of paraphernalia: Spencer Smythe, et al.

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #1
Origin issue: AMAZING SPIDER-MAN #307
Significant issues: AMAZING SPIDER-MAN #1 (first encountered Spider-Man); AMAZING SPIDER-MAN #15 (invited Kraven the Hunter to dispose of Spider-Man); TALES OF SUSPENSE #58 (with Kraven the Hunter battled Iron Man); TALES TO ASTONISH #66 (first confronted the Hulk); AMAZING SPIDER-MAN #80 (stole paintings from an art exhibit; thwarted by Spider-Man); INCREDIBLE HULK #154 (disguised as Henry Pym, robbed Pym's laboratory for documents to combat Virus Nine, delivered them and shrunken Hulk to HYDRA, defeated by Ant-Man I); DAREDEVIL #134 (battled Daredevil disguised as Torpedo II); AMAZING SPIDER-MAN #186 (first used hologram belt to disguise himself to unsuccessfully take revenge on Spider-Man); AMAZING SPIDER-MAN #307 (ingested serum which made his face featureless and malleable; attempted to kidnap America's leading expert on superconductors, thwarted by Spider-Man); WEB OF SPIDER-MAN #50-55 (kidnaped J. Jonah Jameson; approached Maggia for support to become New York's new crimelord; formed alliance with Hammer-head); AMAZING SPIDER-MAN #340-343 (disguised as a scientist, temporarily removed Spider-Man's powers; allied himself with the Femme Fatales, Scorpion, and Tarantula to eliminate Spider-Man and Black Cat; escaped when plan failed)

CHAMPION™



CHAMPION OF THE UNIVERSE

BIOGRAPHICAL DATA

Real name: Tryco Slatterus
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of Earth is aware of the Champion's existence, but largely disbelieves he is an extraterrestrial
Current occupation: Competitor
Former occupation: Unrevealed
Citizenship: None
Legal status: None
Place of birth: The Ancrindo Nebula, in the direction of the Magellanic Clouds
Marital status: Unrevealed, presumed single at the moment
Known relatives: All the bipeds of the Thundrax, Baccan, and Velabian solar systems are his offspring.
Known confidants: Elders of the Universe
Known allies: Elders of the Universe, In-Betweener
Major enemies: Galactus, the Silver Surfer, Death, Thanos, Thing
Usual base of operations: Mobile throughout the universe
Former bases of operations: The planet Tamarata
Current group membership: Elders of the Universe
Former group membership: None known
Extent of education: Self-educated

PHYSICAL DESCRIPTION

Height: 9' 2"
Weight: 2050 lbs.
Eyes: Silver (no visible pupils or irises)
Hair: Red
Other distinguishing features: Light blue skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Incalculable
Speed: Superhuman
Stamina: Immeasurable
Durability: Demi-godlike
Agility: Metahuman
Reflexes: Metahuman
Fighting skills: Mastery of thousands of different martial arts and combat styles from throughout the known universe
Special skills and abilities: Unrevealed
Superhuman physical powers: The ability to control the Power Primordial (cosmic /nuclear energies released by the Big Bang that created the universe), and use it to augment his physical attributes. (When in possession of his Infinity Gem, the Champion used it to augment his attributes even further.) As the Champion grows angrier, he subconsciously draws further amounts of energy, increasing his attributes even further; the Champion does not age and is virtually immortal. He can exist unprotected in the vacuum of space indefinitely. Currently due to his machinations with other Elders against Death, he cannot die by any means.
Superhuman mental powers: None
Special limitations: The Champion has strong psychological inhibitions against

killing. Hence, though he had never lost in 50,000 previous bouts on 20,000 worlds, the Champion was finally bested in combat when he attempted to kill the Silver Surfer.

Source of superhuman powers: Manipulation of cosmic energies ("Power Primordial"); how the Champion acquired this ability is unrevealed

PARAPHERNALIA

Costume specifications: Alien materials

Personal weaponry: None

Special weaponry: Formerly possessed the Gem of Power (one of the Infinity Gems), enabling him to tap a seemingly limitless source of energy

Other accessories: None

Transportation: Teleportation, presumably through the use of artificial devices

Design and manufacture of paraphernalia: Unrevealed

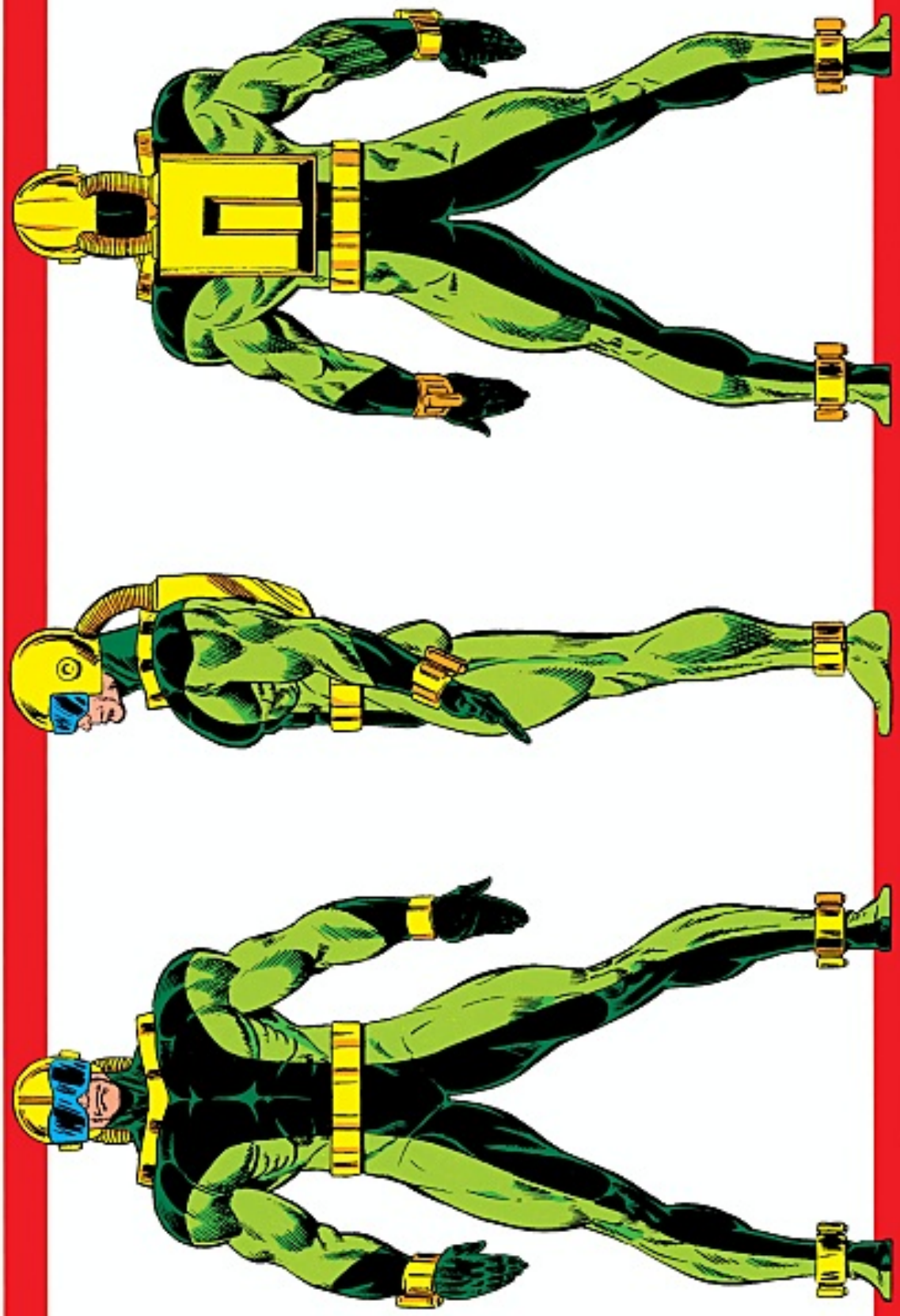
BIBLIOGRAPHY

First appearance: MARVEL-TWO-IN-ONE ANNUAL #7

Origin issue: The Champion's origin is as yet unrevealed.

Significant issues: MARVEL-TWO-IN-ONE ANNUAL #7 (issued challenge to battle Earth's strongest heroes, defeated many of them, but was fought to a draw by the Thing); SILVER SURFER Vol. 3 #1 (attempted to kill Silver Surfer to prevent him from interfering with a Skrull plot to use Nova II to force Galactus to destroy the Kree Empire, overpowered by the Silver Surfer, first known defeat in combat); SILVER SURFER Vol. 3 #4 (participated in ten other Elders' plot to kill Galactus, attempted to kill Mantis, who was rescued by Silver Surfer); SILVER SURFER Vol. 3 #9-10 (battled Galactus and Silver Surfer; converted to energy and consumed by Galactus); SILVER SURFER Vol. 3 #17-19 (along with other Elders devoured by Galactus, caused Galactus "cosmic indigestion" from within; escaped from Galactus; took possession of an Infinity Gem; witnessed battle between Galactus and In-Betweener, aided Silver Surfer, Nova II, and other Elders in helping Galactus defeat the In-Betweener; fled to escape the wrath of Galactus); THANOS QUEST #1 (battled Thanos on the planet Tamarata, tricked by Thanos into causing seismic disruption that destroyed Tamarata and forced to forfeit his Infinity Gem in exchange for transport to another planet, caused by Thanos to fall to another world)

CHANCE™



CHANCE I

BIOGRAPHICAL DATA

Real name: Nicholas Powell
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Criminal-for-hire
Former occupation: Professional gambler
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: The Foreigner, Robert Phalen, the Life Foundation
Major enemies: Spider-Man, Daredevil, the Life Foundation
Usual base of operations: New York City
Former bases of operations: None known
Current group membership: None
Former group membership: Employee of the Life Foundation
Extent of education: Unrevealed

Height: 6'
Weight: 185 lbs.
Eyes: Blue
Hair: Reddish-brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Athlete
Flight speed: Natural winged flight (ankle jets)
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Unrevealed
Special skills and abilities: Unrevealed
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Chance is a chronic gambler, who will wager his fee against his success. He is also a risk-taker.
Source of superhuman powers: Inapplicable

PARAPHERNALIA

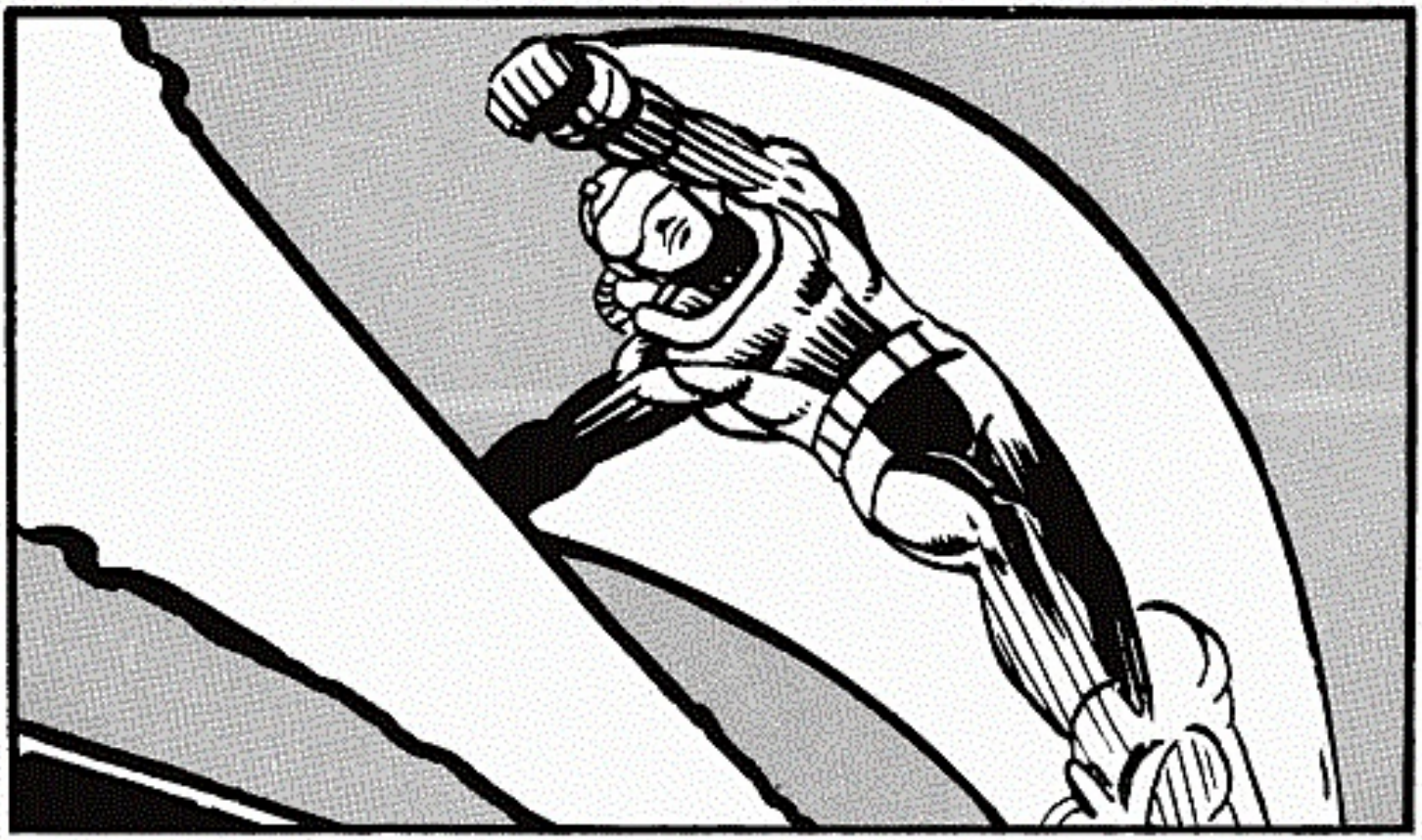
Costume specifications: Stretch fabric
Personal weaponry: Wrist-blasters which can fire laser beams, concussive energy, and clear acid-filled darts
Special weaponry: None
Other accessories: Cybernetic helmet which controls wrist-blaster and ankle-jets. Helmet also contains scanning devices enabling him to see in all directions around and above himself. Power pack on back supplies power to weapons and paraphernalia.
Transportation: Ankle jets
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

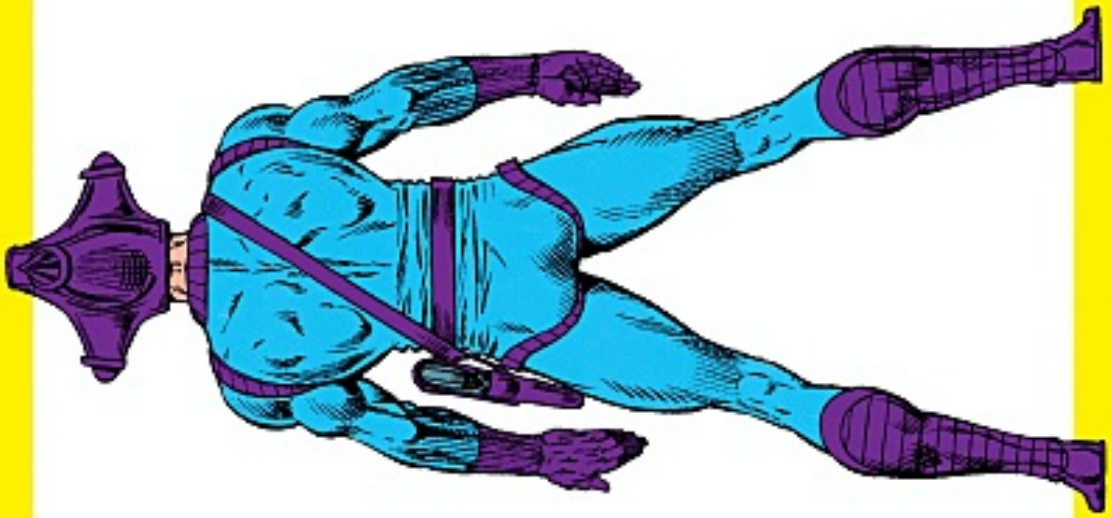
First appearance: WEB OF SPIDER-MAN #15

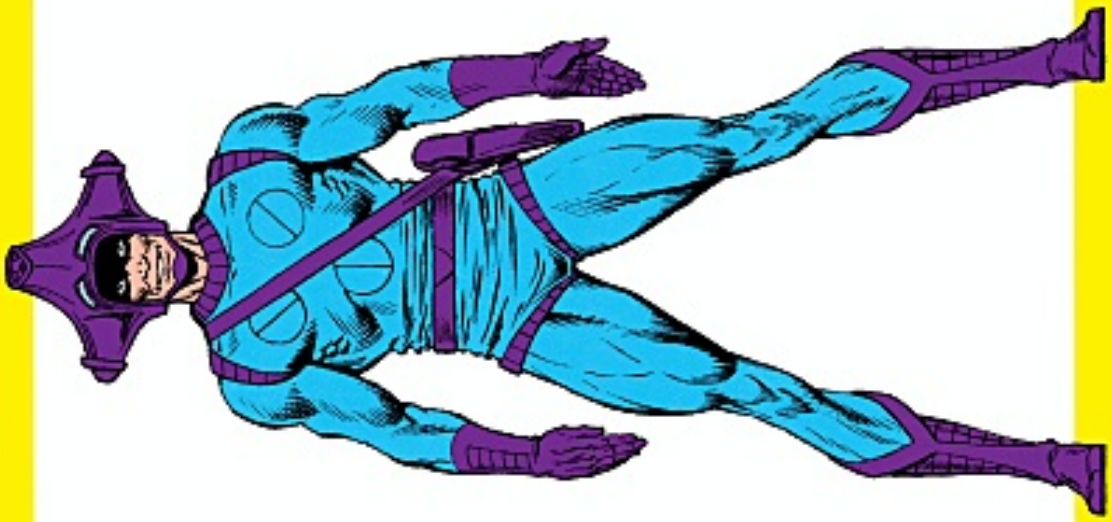
Origin issue: Chance I's origin is as yet unrevealed.

Significant issues: WEB OF SPIDER-MAN #15 (hired by the Foreigner to kill a fence named Andre Bouillon; wagered his fee at double or nothing that he could kill Spider-Man; defeated by Spider-Man); DAREDEVIL #246 (hired by corrupt city official, Robert Phalen, to kill a murder witness; initial attempt thwarted by Daredevil; contract was terminated when Phalen died); AMAZING SPIDER-MAN #298-299 (hired under pretense by the Life Foundation to steal secret arms shipment; captured by the Life Foundation, who sought to duplicate his wrist blasters; joined forces with Spider-Man to overcome the Life Foundation); AMAZING SPIDER-MAN #325 (hired by Mister Grouper to kill casino owner Raymond Trask, but was thwarted by Spider-Man); AMAZING SPIDER-MAN ANNUAL #25 (hired by Raymond Trask under the pretense of protecting him from an assassination attempt; instead Trask unsuccessfully tried to kill him)



CHANGELING™





CHANGELING

BIOGRAPHICAL DATA

Real name: Unrevealed
Aliases at time of death: Professor Charles Xavier, Professor X
Former aliases : None known
Dual identity: Secret
Occupation at time of death: Substitute teacher/leader of the X-Men
Former occupation: Subversive, second-in-command of Factor Three
Citizenship: United States of America
Legal status: No known criminal record
Place of birth: Unrevealed
Place of death: New York City
Cause of death: Mortally wounded by the explosion of an oscillotron machine
Marital status: Presumed single
Known relatives: None
Known confidants: Professor Charles Xavier
Known allies: Professor X, the X-Men, Banshee, (former) Mutant Master, Blob, Mastermind, Unus, Vanisher
Major enemies: Grotesk, (former) Mutant Master, Banshee, the X-Men
Base of operations at time of death: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former base of operations: Factor Three headquarters, at an undisclosed location in Europe
Group membership at time of death: The X-Men
Note: Changeling was later resurrected to serve in the X-Humed
Former group membership: Factor Three
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 180 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Unrevealed
Special skills and abilities: Extraordinary actor, highly trained and efficient organizer of subversive activities
Superhuman physical powers: Changeling was a metamorph who could alter his physical appearance and voice to mimic that of any other human being; his power could also transform the appearance of his costume as well
Superhuman mental powers: Endowed by Professor X with limited telepathic abilities; a side effect of this was the activation of the Changeling's latent minor telekinetic abilities

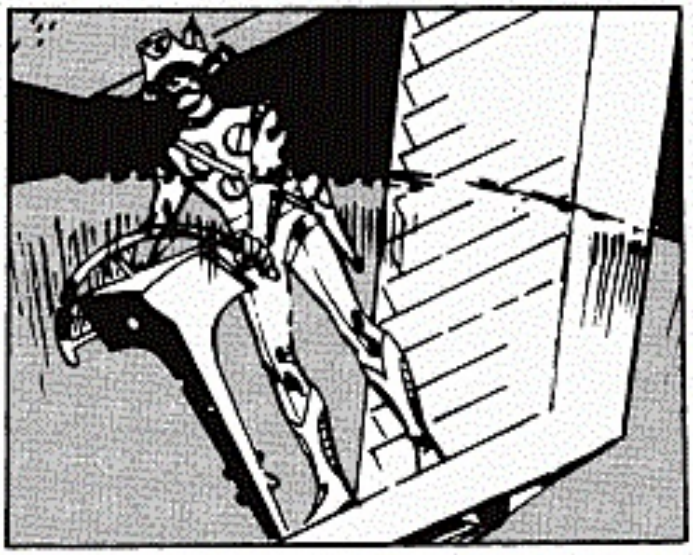
Special limitations: None known
Source of superhuman powers: (metamorph powers, telekinesis) Genetic mutation; (telepathy) Professor X

PARAPHERNALIA

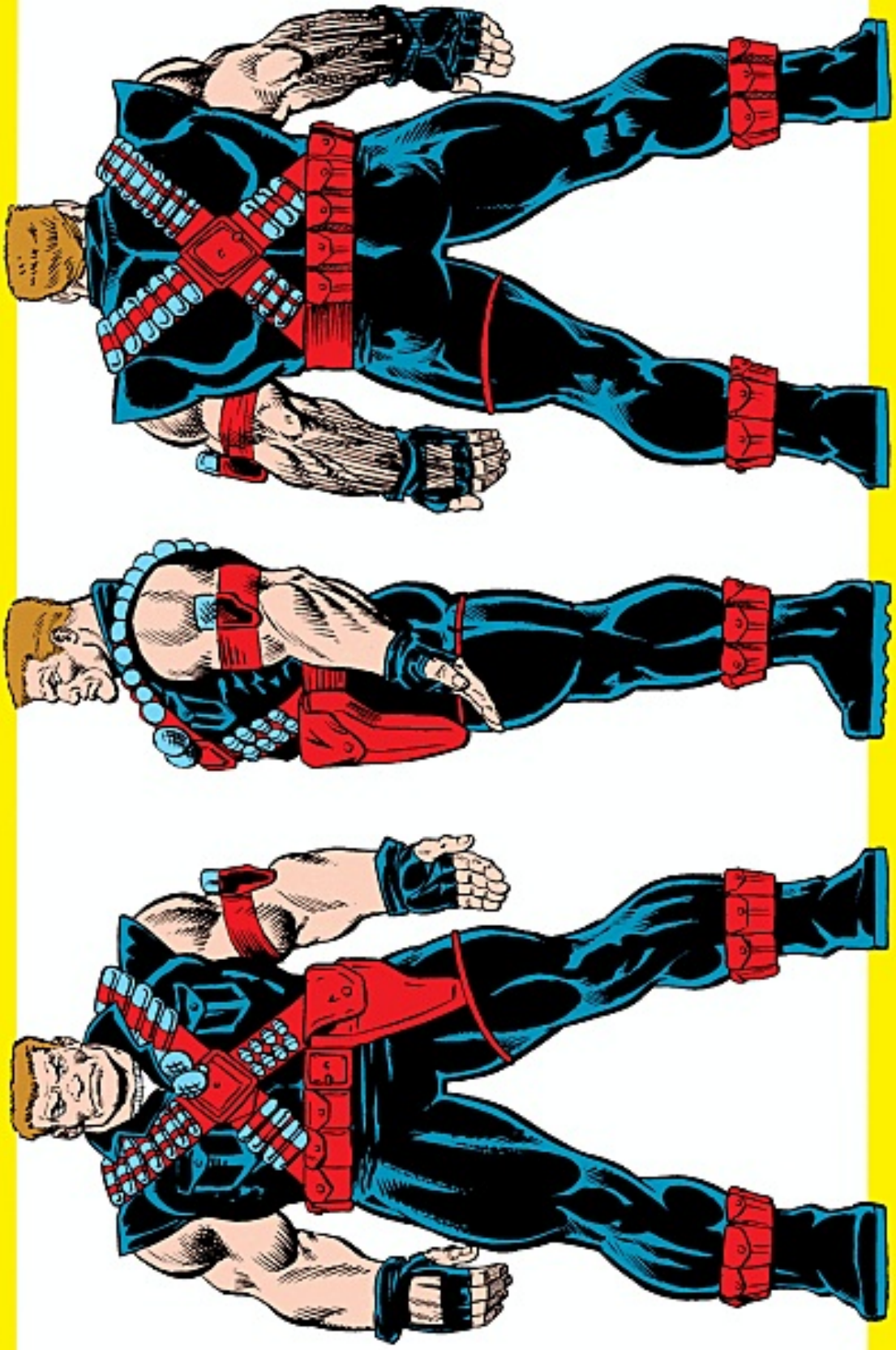
Costume specifications: Unstable molecules that could be affected by his shape-changing abilities.
Personal weaponry: Ray gun of unknown nature, probably of alien Siri design, carried in holster
Special weaponry: Various advanced weaponry of alien Siri design belonging to Factor Three
Other accessories: None known
Transportation: Advanced aircraft of alien Siri design belonging to Factor Three, later had access to X-Men's land and air vehicles
Design and manufacture of paraphernalia: (Factor Three paraphernalia) Mutant Master, other members of the alien Siri

BIBLIOGRAPHY

First appearance: (face and name unrevealed) X-MEN Vol. 1 #35, (name revealed, face partially revealed) X-MEN Vol. 1 #37, (face fully revealed) X-MEN Vol. 1 #65
Origin issue: The Changeling's origin is as yet unrevealed.
Significant issues: X-MEN Vol. 1 #37-39 (acted as Mutant Master's second -in-command in effort to trigger World War III, captured the X-Men, teamed with them and other Factor Three mutants to defeat Mutant Master when the latter was exposed as an extraterrestrial); X-MEN Vol. 1 #40 (first appeared as leader of the X-Men impersonating Charles Xavier); X-MEN Vol. 1 #41-42 (led X-Men's efforts to defeat Grotesk, died in preventing destruction of Earth); X-MEN Vol. 1 #65 (Xavier revealed how how he had Changeling impersonate him while Xavier prepared a defense against alien Z'nox invasion); SENSATIONAL SHE-HULK #34-35 (temporarily resurrected as zombie by Black Talon II to serve in the X-Humed, his team of zombie mutant slaves; was laid to rest again)
Note: The seeming appearance of the Changeling as a malevolent ghost in EXCALIBUR SPECIAL: THE POSSESSION was later revealed to be a hoax perpetrated by Merlyn.



CHARLIE-27™



CHARLIE-27

BIOGRAPHICAL DATA

Real name: Charlie-27
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Adventurer
Former occupation: Soldier, space militia pilot
Citizenship: Earth colony on the planet Jupiter, circa 3015 A.D.
Legal status: No criminal record
Place of birth: Galileo City, Jupiter
Marital status: Single
Known relatives: Charlie-26 (father), Mabel-17 (mother)
Known confidants: Nikki
Known allies: The Guardians of the Galaxy, The Defenders, The Avengers, the Thing, Spider-Man
Major enemies: The Badoon Empire, Korvac, the Stark, Force, Malevolence, Rancor
Usual base of operations: Mobile throughout the Milky Way Galaxy aboard the starship *Captain America II*
Former bases of operations: Earth colony on the planet Jupiter; mobile throughout the Earth solar system aboard the starship *Captain America I*; space station *Drydock*, mobile throughout the Milky Way Galaxy aboard the starship *Freedom's Lady*
Current group membership: Guardians of the Galaxy (Vance Astro, Martinex, Yondu, Nikki, Starhawk, Aleta)
Former group membership: Captain in the United Lands of Earth Space Militia, Avengers (honorary)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 555 lbs.
Eyes: Blue
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Normal
Stamina: Enhanced human
Durability: Enhanced human
Agility: Normal
Reflexes: Athlete
Fighting skills: Trained in hand-to-hand combat as a militiaman
Special skills and abilities: Ability to pilot most air and spacecraft of the 31st Century
Superhuman physical powers: Aside from those listed above, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Charlie-27 is a member of a genetically engineered offshoot of humanity whose traits were designed for survival under the heavy gravity conditions of the planet

Jupiter

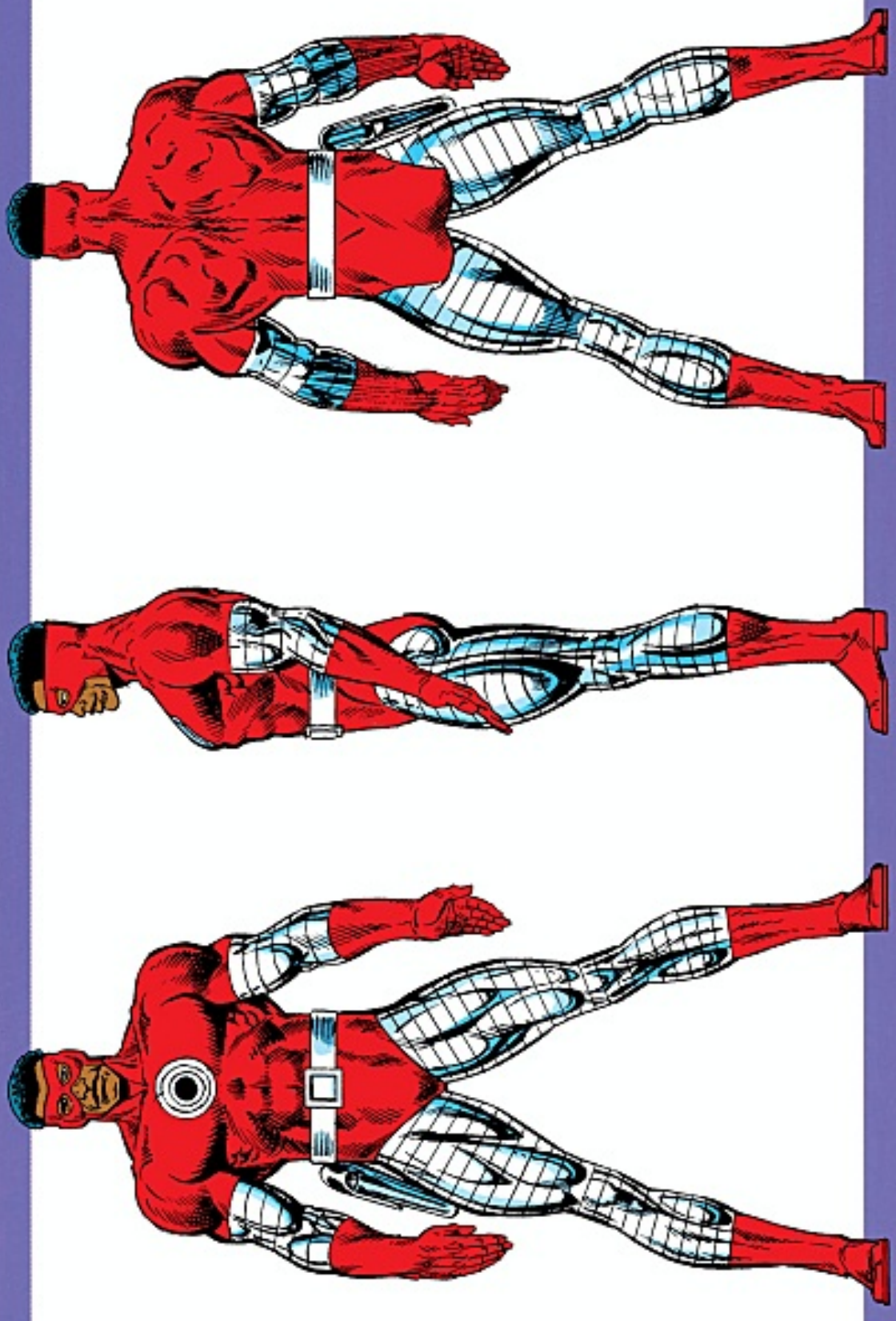
PARAPHERNALIA

Costume specifications: Body armor
Personal weaponry: Various future-era military and tactical hand weaponry
Special weaponry: Various, as needed
Other accessories: Various, as needed
Transportation: Various, most frequently aboard the starship *Captain America II*
Design and manufacture of paraphernalia: 31st Century Earth industry

BIBLIOGRAPHY

First appearance: MARVEL SUPER-HEROES Vol. 1 #18
Origin issue: Charlie-27's origin is as yet unrevealed.
Significant issues: MARVEL SUPER-HEROES Vol. 1 #18 (in 3007 A.D., learned of invasion of Earth solar system by the Badoon, joined forces with Martinex, Yondu, and Vance Astro to form the Guardians of the Galaxy, a band of freedom fighters); MARVEL TWO-IN-ONE #5 (in 3014 A.D., teamed with time-travelling Thing, Captain America, and Sharon Carter to retake New York City from Badoon forces); GIANT-SIZE DEFENDERS #26-29/DEFENDERS #26-29 (time-traveled to the 20th Century, met the Defenders; returned to 3015 A.D. with Starhawk and the Defenders to defeat Badoon invasion force); MARVEL PRESENTS #3-5 (departed post-war Earth on space mission; met Nikki who joined the Guardians of the Galaxy; visited Asylum planet); MARVEL PRESENTS #6-7 (helped defeat Topographical Man); MARVEL PRESENTS #8 (learned how the Silver Surfer repulsed the original Badoon invasion attempt of Earth in the 20th Century); MARVEL PRESENTS #9-11 (met Aleta, learned origin of Starhawk, battle Reavers of Arcturus); MARVEL PRESENTS #12 (discovered space station Drydock); THOR ANNUAL #6 (teamed with time-travelling Thor, battled Korvac and his minions); AVENGERS #167-168, 170, 177, 181 (traveled to present, in pursuit of Korvac, met Avengers; saved the life of young Vance Astrovik; assisted Avengers in battle against Korvac; attended Avengers membership meeting, parted company with Avengers); MARVEL TWO-IN-ONE #69 (attempted to prevent meeting of Vance Astro's 20th and 31st Century selves, battled Thing, returned to 31st Century); GUARDIANS OF THE GALAXY #1-4 (went on quest to find the lost shield of Captain America; battled Taserface and the Stark; encountered Firelord, defeated the Stark); GUARDIANS OF THE GALAXY #5-6 (battled superhumanoid team known as Force); GUARDIANS OF THE GALAXY #7 (encountered Malevolence); GUARDIANS OF THE GALAXY #8-11 (located Haven, a lost colony of Earth founded by mutants, battled Rancor and her lieutenants)

CHEMISTRO™



CHEMISTRO

BIOGRAPHICAL DATA

Real names: (I) Curtis Carr, (II) Archibald "Arch" Morton, (III) Calvin Carr
Other current aliases: (I) High-Tech
Former aliases : None
Dual identities: Publicly known
Current occupation: (I) Research scientist, Director of Research and Development, Stark Prosthetics, Denver, Colorado; professional thief, (II, III) professional criminal
Former occupation: (I) Research scientist for Mainstream Motors, New York; professional criminal
Citizenships: (all) United States of America
Legal status: (all) Criminal record in the U.S.
Places of birth: (I, III) Kansas City, Kansas; (II) Sheridan, Wyoming
Marital status: (I) Single, (II) Unrevealed, (III) Presumed single
Known relatives: (I) Calvin Carr (brother); (II) None; (III) Curtis Carr (brother)
Known confidants: (I) Luke Cage, Tony Stark, Deathlok II; (II, III) None
Known allies: (I) Luke Cage, Iron Fist, Iron Man I, Deathlok II; (II) the Baron; (III) Mingo, the Wizard
Major enemies: (I) Chemistro II and III, Moses Magnum, Terrordome; (II) Luke Cage, Big Brother, Cheshire Cat, Curtis Carr; (III) Luke Cage, Iron Fist, Iron Man I, Jim Rhodes (Iron Man IV), Curtis Carr
Usual base of operations: (I) Denver, Colorado; (II, III) New York City
Former bases of operations: (I) New York City
Current group membership: (I) Stark Prosthetics; (II, III) None
Former group membership: (II, III) None
Extent of education: (I) Advanced degrees in chemistry, physics, and mechanical engineering; (II, III) High school graduate

PHYSICAL DESCRIPTION

Height: (I) 5' 11"; (II) 6'; (III) 6' 1"
Weight: (I) 185 lbs.; (II) 210 lbs.; (III) 225 lbs.
Eyes: (I, III) Brown; (II) Blue
Hair: (I, III) Black; (II) Bald, light brown on sides
Other distinguishing features: Curtiss Carr has prosthetic replacements for both feet

POWERS AND ABILITIES

Intelligence: (I) Gifted; (II, III) Normal
Strength: (I) Normal; (II, III) Athlete
Speed: (I) Below normal; (II, III) Athlete
Stamina: (I) Normal; (II, III) Athlete
Durability: (I) Normal; (II, III) Athlete
Agility: (I) Normal; (II, III) Athlete
Reflexes: (I) Normal; (II, III) Athlete
Fighting skills: (all) Basic streetfighting skills and techniques
Special skills: (I) Gifted research scientist; advanced knowledge of chemistry, phy-

sics, and mechanical engineering; highly skilled inventor; (II, III) None known
Superhuman physical powers: (I, III) None; (II) ability to transmute substances by touching with his left hand
Superhuman mental powers: (all) None
Special limitations: (I) Prosthetic replacements for both feet; (II) Substances transmuted turn to dust if exposed to unusual heat or after a certain period of time has elapsed
Source of superhuman powers: (II) Explosion of experimental "alchemy gun"

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric (Chemistro I and II wore full-face masks with a concentric circle design; Chemistro III wears a mask which covers only his upper face and has no design)
Personal weaponry: (I) "Alchemy gun" (fires unknown form of radiation able to transmute substances); (III) Wrist-blasters (possesses same abilities as "alchemy gun")
Special weaponry: None
Other accessories: (I) "Nullifier" rifle able to neutralize and reverse effects of "alchemy gun" and of Chemistro II's transmutation powers
Note: Curtis Carr currently employs an armored exoskeleton suit and various devices of his own invention as High-Tech
Transportation: Conventional
Design and manufacture of paraphernalia: ("alchemy gun," "nullifier") Curtis Carr, (wrist-blasters) the Wizard

BIBLIOGRAPHY

First appearance: (I) (as Chemistro) HERO FOR HIRE #12 (as High-Tech) DEATHLOK Vol. 2 #11; (II) POWER MAN #37; (III) POWER MAN & IRON FIST #94
Origin issue: (I) HERO FOR HIRE #12; (II) POWER MAN #37; (III) POWER MAN & IRON FIST #94
Significant issues: HERO FOR HIRE #12 (I: invented "alchemy gun", battled Luke Cage, accidentally destroyed right foot); POWER MAN #37-39 (I: forced to reveal secret of "alchemy gun" to cellmate Arch Morton, who became Chemistro II; invented "nullifier" device, enabling Cage to defeat Chemistro II); POWER MAN & IRON FIST #94, 96 (I: "alchemy gun" stolen by his brother, who became Chemistro III; aided Cage and Iron Fist in defeating Chemistro III); IRON MAN #251-252 (I: aided Iron Man I and Jim Rhodes against the Wrecker and Chemistro III; left foot destroyed by Chemistro III); POWER MAN #37-39 (II: while attempting to recreate "alchemy gun," accidentally gained superhuman powers; battled Cage on behalf of the Baron); POWER MAN & IRON FIST #93-96 (III: stole his brother's "alchemy gun", became Chemistro III; battled Cage and Iron Fist); IRON MAN #251-252 (III: battled Iron Man I and Jim Rhodes during events of "Acts of Vengeance")

CHIEF EXAMINER™

CHIEF EXAMINER

BIOGRAPHICAL DATA

Real name: Inapplicable
Aliases at time of destruction: None
Former aliases : None
Dual identity: None; the general populace of Earth is unaware of the Chief Examiner's existence
Occupation at time of destruction: Special agent of the Scadamites
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: No criminal record
Place of creation: Planet Scadam, Gogol System
Place of destruction: Planet Scadam, Gogol System
Cause of destruction: Overloaded his analysis capabilities in attempt to analyze the Star Brand powers of Kayla Ballantine
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: Durgan the Philosopher (deceased), Tuskar (deceased), the Scadamites (deceased), the Angler, Quagmire
Major enemies: The Black Fleet (destroyed)
Base of operations at time of destruction: Mobile throughout space
Former base of operations: Planet Scadam, Gogol System
Group membership at time of destruction: None
Former group membership: None
Extent of programming: Capacity for limited self-motivated activity and creative intelligence

PHYSICAL DESCRIPTION

Height: 7' 6"
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: The Chief Examiner's facial features were entirely concealed by his helmet.

POWERS AND ABILITIES

Intelligence: Genius
Strength: Unrevealed
Speed: Unrevealed
Flight speed: Hover only
Stamina: Unrevealed
Durability: Unrevealed
Agility: Unrevealed
Reflexes: Unrevealed
Fighting skills: None
Special skills and abilities: Unrevealed
Superhuman physical powers: Self-levitation, invisibility, intangibility, ability to reprogram computers by touch
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: The Chief Examiner is an artificial computer facsimile programmed by Durgan the Philosopher into which he projected a por-

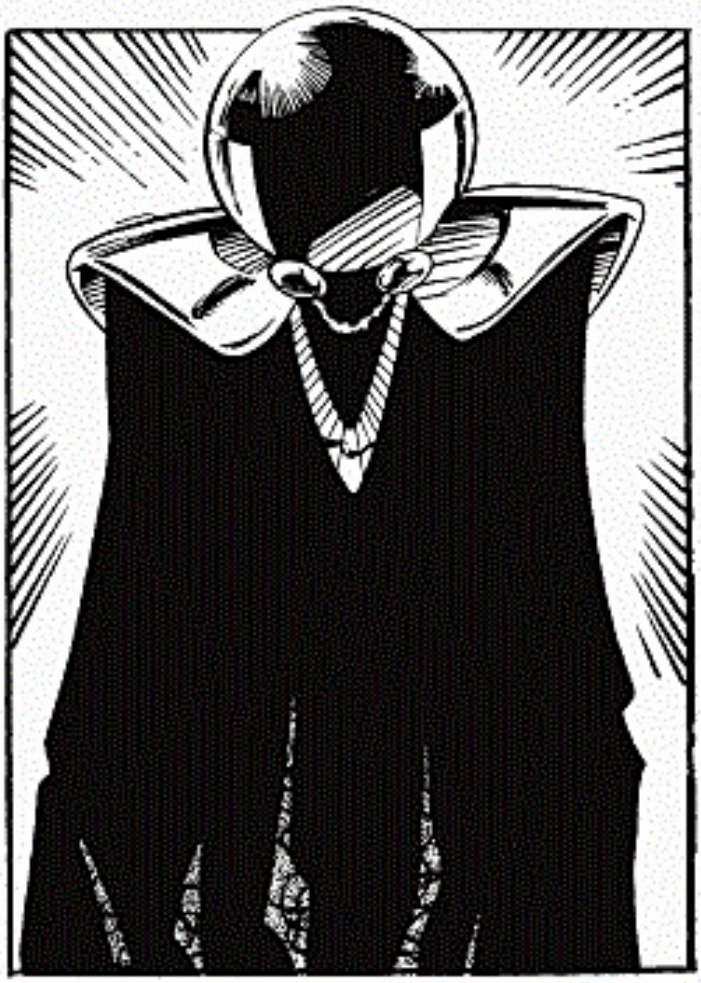
tion of his own consciousness, causing the Chief Examiner to evolve its own individual intelligence and personality.

PARAPHERNALIA

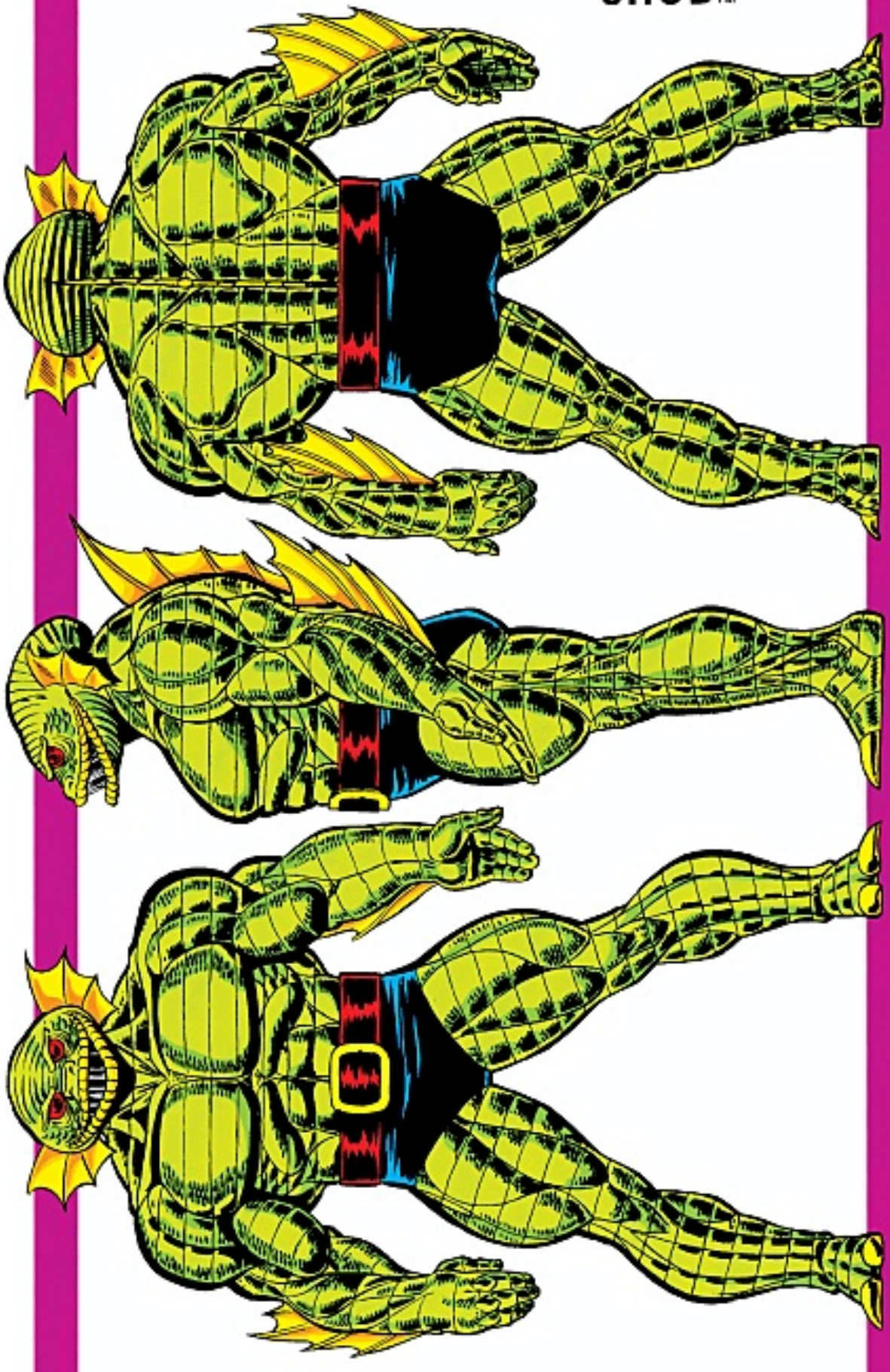
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: Hand-held analysis device; a mobile rectangular portal into a small pocket dimension containing alien technology capable of analyzing, draining, and duplicating superhuman powers and of probing memories of superhuman beings; the portal absorbs most kinetic energy directed against it
Transportation: Self-levitation, possibly interstellar teleportation
Design and manufacture of paraphernalia: Durgan the Philosopher and technician of Scadam

BIBLIOGRAPHY

First appearance: QUESTPROBE #1
Origin issue: QUESTPROBE #1
Significant issues: QUESTPROBE #1 (sent to Earth to examine and analyze abilities of superhuman heroes, witnessed the Hulk battling U.S. Army, analyzed the Hulk); QUESTPROBE #2 (witnessed Spider-Man battling Mysterio, analyzed Spider-Man); QUESTPROBE #3 (battled Human Torch II and She-Hulk, analyzed the Human Torch II; witnessed the Thing battling a wizard on Battleworld, analyzed the Thing); MARVEL FANFARE #33 (battled the X-Men and Magneto, rebelled against Durgan's programming, analyzed Magneto); QUASAR #35 (revealed as having released the Angler and set him after Kayla Ballantine, freed Quagmire from the Vault); QUASAR #36-37 (had Quagmire send Kayla Ballantine and Holly Steckley to Scadam); QUASAR #38 (destroyed attempting to analyze and duplicate Kayla's Starbrand powers)



CHOD™



CH'OD

BIOGRAPHICAL DATA

Real name: Ch'od
Other current aliases: None
Former aliases: None known
Dual identity: None, the general populace of Earth is unaware of Ch'od's existence
Current occupation: Adventurer
Former occupation: Space pirate, freedom fighter
Citizenship: Planet Timor (Varanus IV), Shi'ar Empire
Legal status: Criminal record in the Shi'ar Empire, pardoned by Princess-Majestrix Lilandra
Place of birth: Planet Timor (Varanus IV), Shi'ar Galaxy
Marital status: Unrevealed, presumed single
Known relatives: None
Known confidants: Corsair, Hepzibah, Raza, Sikorsky
Note: Ch'od is always accompanied by Cr+eee, a small furry alien from planet Lupus, who possesses human-level intelligence, but of a sort wholly alien to human beings
Known allies: Starjammers, Professor X, Lilandra, the X-Men
Major enemies: The Brood, Deathbird, Skrulls, (former) Emperor D'Ken Neramani, the Shi'ar Empire
Usual base of operations: The *HMSS Starjammer* (starship), mobile principally within the Shi'ar Galaxy
Former bases of operations: Planet Timor (Varanus IV), Shi'ar Empire
Current group membership: Starjammers
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 9'
Weight: 430 lbs.
Eyes: Black with red pupils
Hair: None
Other distinguishing features: Ch'od is a member of the alien Saurid race, which consists of sentient reptilians in humanoid form, possessing thick, scaly hides, four fingers (including a thumb, on each hand, three clawed toes on each foot, and fan-like appendages (resembling those of certain Earth lizards) on the sides of his head, his forearms, and the backs of his calves

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Enhanced human
Stamina: Superhuman
Durability: Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Excellent hand-to-hand combatant, trained in various forms of combat known in the Shi'ar Galaxy; su-

perb marksman (with various forms of Shi'ar weaponry) and swordsman
Special skills and abilities: Highly skilled starship pilot
Superhuman physical powers: Aside from the above listed attributes, Ch'od possesses both lungs and gills, enabling him to breathe both in air and underwater.
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Natural attributes of his race

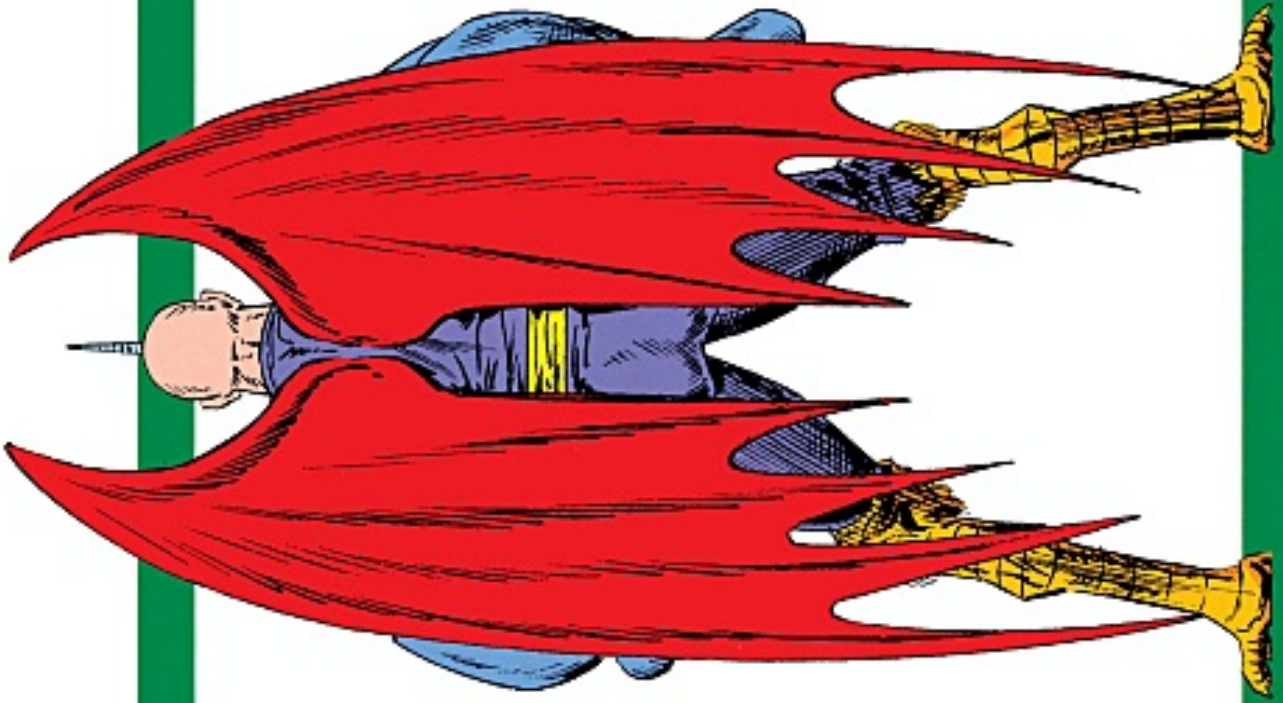
PARAPHERNALIA

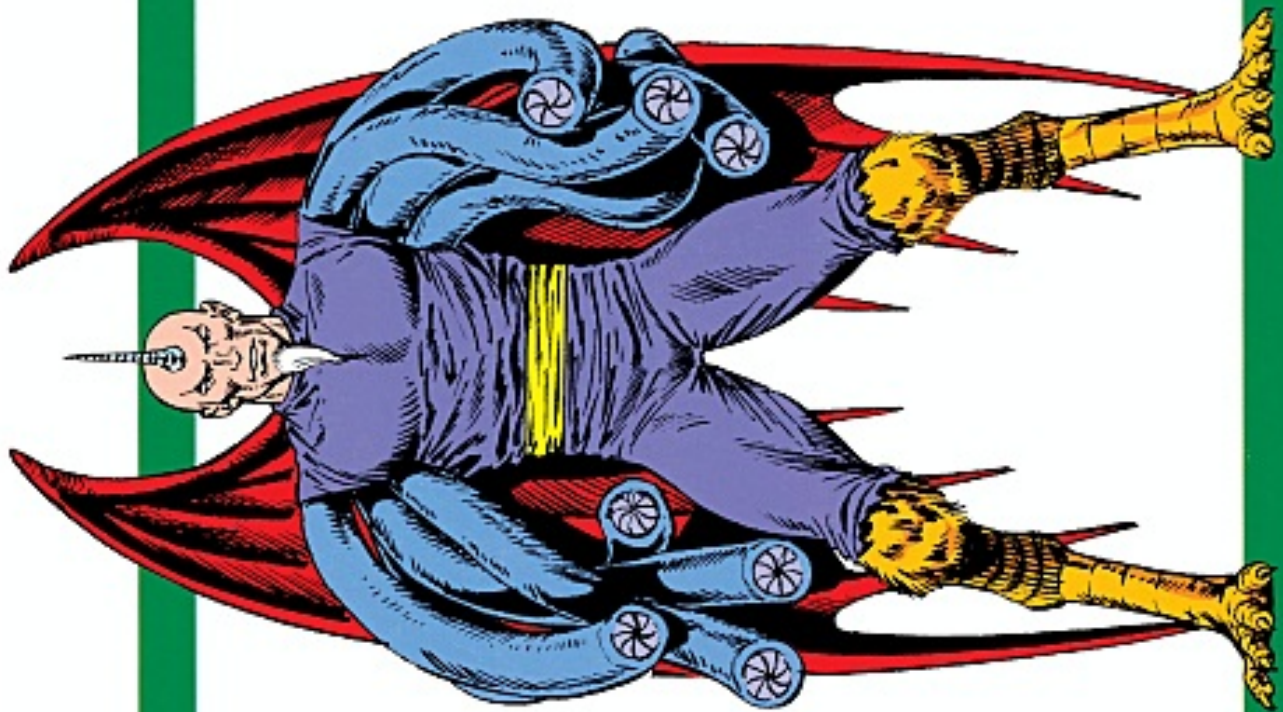
Costume specifications: Shi'ar fabrics
Personal weaponry: Swords, battleaxes, energy guns
Special weaponry: None
Other accessories: None
Transportation: *HMSS Starjammer* (translight battle-dreadnought from the imperial Shi'ar intergalactic fleet)
Design and manufacture of paraphernalia: Shi'ar scientists, craftsmen, and technicians

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #107
Origin issue: CLASSIC X-MEN #15
Significant issues: X-MEN Vol. 1 #107 (with Starjammers, came to aid of X-Men against D'Ken's Imperial Guard); UNCANNY X-MEN #157-158 (helped save Colossus's life in outer space; engaged in mock combat with Carol Danvers); NEW MUTANTS #50 (with Starjammers, aided New Mutants in combat against Magus II); CLASSIC X-MEN #15 (flashback to first meeting with Corsair on prison world of Alsibar); X-MEN SPOTLIGHT ON: STARJAMMERS #1-2 (together with Hepzibah, sought "map-rod" holding information on the location of "Phalkon" power source, actually Phoenix II; was attacked along with other Starjammers by Deathbird's Shi'ar starships; with other Starjammers, first met and fought Excalibur on Earth and aided rebellion against Deathbird on a Shi'ar border world); UNCANNY X-MEN #275-277 (captured by Warskrulls, impersonated by one of them, freed by X-Men); WONDER MAN #8 (battled Wonder Man and the Vision while escorting the Shi'ar nega-bomb)

CHONDU THE MYSTIC™





CHONDU THE MYSTIC

BIOGRAPHICAL DATA

Real name: Harvey Schlemerman
Other current aliases: None
Former aliases: Nighthawk II, Bambi
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: Sideshow magician
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: West Kingston, Rhode Island
Marital status: Single
Known relatives: None
Known confidants: Dr. Arthur Nagan (Gorilla-Man II), Dr. Jerold Morgan (Shrunken Bones)
Known allies: The Headmen (Arthur Nagan, Jerold Morgan, Ruby Thursday), Nebulon (deceased), the Luberdites of Zaar, the Ringmaster, the Circus of Crime, Mysterio
Major enemies: The Defenders, She-Hulk, Spider-Man
Usual base of operations: New York City area
Former bases of operations: Wetsbury Connecticut
Current group membership: The Headmen
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 8", (in monster form) 6' 2"
Weight: 155 lbs., (in monster form) 250 lbs.
Eyes: Blue
Hair: Bald, formerly black
Other distinguishing features: In his monster form, Chondu had eight lamprey-like tentacles, large bat-like wings, bird-like legs and feet, a forked tongue, and a unicorn horn protruding from his forehead. Currently, Chondu's head, minus the horn and forked tongue, lacks a body.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal, (in monster form) Enhanced human
Speed: Normal
Flight speed: Hover only, (in monster form) Directed motion hovering
Stamina: Normal, (in monster form) Peak human
Durability: Normal, (in monster form) Enhanced human
Agility: Normal, (in monster form) Below normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Limited knowledge of the mystical arts
Superhuman physical powers: Aside from the above listed attributes, Chondu possesses the ability to manipulate the forces of magic for a limited number of effects including interdimensional travel, and the casting of minor spells

Superhuman mental powers: Illusion-casting
Special limitations: In his monster form, Chondu was mildly insane, but has since been chemically cured of this affliction. However, he now exists as a bodiless human head.
Source of superhuman powers: Manipulation of the forces of magic

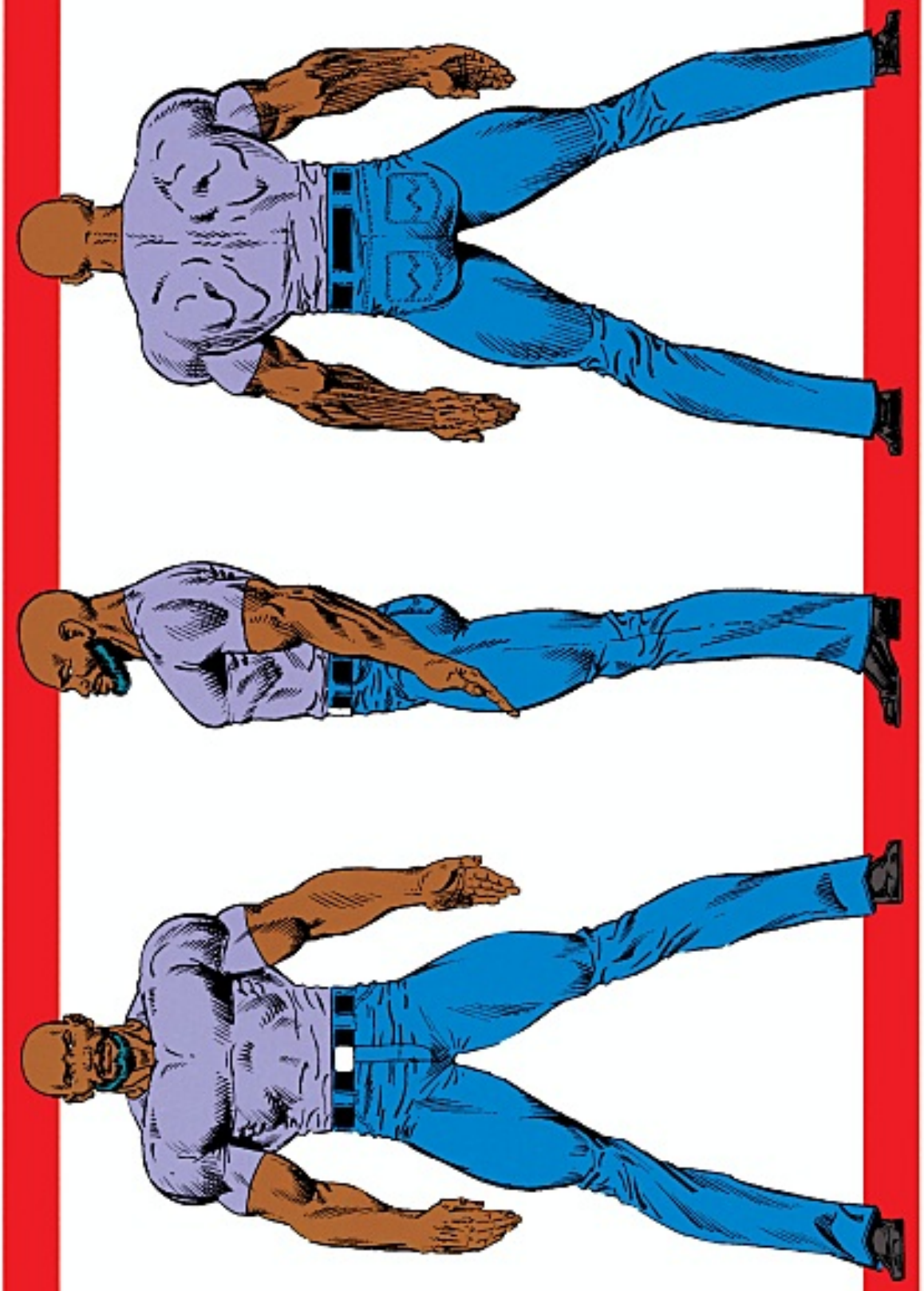
PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Self-levitation, interdimensional teleportation, (in monster form) Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: TALES OF SUSPENSE #9
Origin issue: Chondu's origin is as yet unrevealed.
Significant issues: TALES OF SUSPENSE #9 (lectured on yoga, sent escaped convict Joe Parker to Limbo); DEFENDERS #21 (joined the Headmen, caused insanity-inducing "black rain"); DEFENDERS #31-33, 35 (alongside the Headmen, schemed against the Defenders; brain transplanted into the body of Nighthawk II, then mind transferred by Doctor Strange into body of fawn, then mind transferred into artificial brain of monster body described above; became insane; battled Valkyrie I); DEFENDERS ANNUAL #1 (alongside the Headmen, schemed to control world, defeated by the Defenders); MARVEL COMICS PRESENTS #97 (with the Headmen, became involved in brawl at "Bar With No Name"); SENSATIONAL SHE-HULK #1-3 (with the Headmen, hired Ringmaster's Circus of Crime and Mysterio to capture She Hulk; head transplanted onto body of She-Hulk clone; regained sanity; alongside the Headmen, battled She-Hulk and Spider-Man; head separated from clone body during struggle but survived)

CHORD™



CHORD

BIOGRAPHICAL DATA

Real name: Andrew Chord
Other Current aliases: None
Former aliases : None
Dual identity: None
Current occupation: Member of the executive board of the Taylor Foundation, trainer of Night Thrasher and New Warriors, adventurer
Former occupation: U.S. Army sergeant, mercenary, businessman
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Widower
Known relatives: Miyami Chord (wife, deceased), Silhouette (daughter), Midnight's Fire (son), Tai (mother-in-law, apparently deceased)
Known confidants: Silhouette, Night Thrasher, Miyami Chord (deceased), Daryl Taylor (deceased)
Known allies: Night Thrasher, Silhouette, New Warriors; (former) "Half-Fulls"
Major enemies: Tai, Force of Nature
Usual base of operations: Taylor penthouse, Ambrose Building, Manhattan
Former base of operations: Vietnam, later mobile
Current group membership: Ally of the New Warriors
Former group membership: "Half-Fulls" (U.S. Army unit in Vietnam War)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 200 lbs.
Eyes: Brown
Hair: Black (shaved bald)
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, considerable combat training and experience in the U.S. Army, good marksman with conventional firearms
Special skills and abilities: Highly accomplished armament designer (designed Night Thrasher's original battlesuit), skilled aircraft pilot, excellent computer operator
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Inapplicable

PARAPHERNALIA

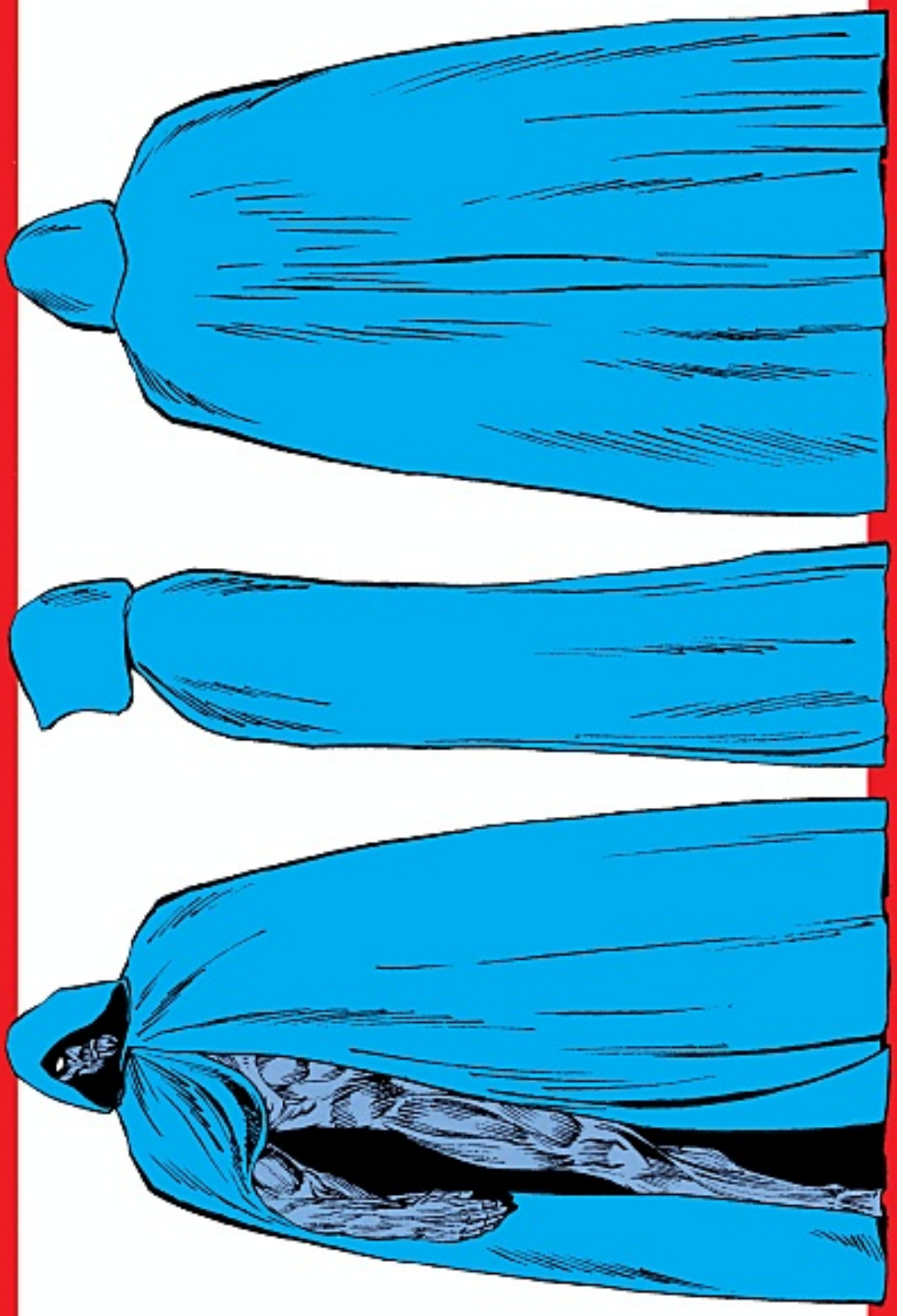
Costume specifications: Conventional attire

Personal weaponry: Conventional firearms
Special weaponry: None known
Other accessories: None known
Transportation: Vehicles belonging to Taylor Foundation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: THOR #411
Origin issue: NEW WARRIORS #23-25
Significant issues: NEW WARRIORS #2 (flashback to first meeting with Midnight's Fire and Silhouette); NEW WARRIORS #6-9 (accompanied New Warriors to Brazil to investigate Project: Earth, along with them battled Force of Nature); NEW WARRIORS #18 (confronted by Night Thrasher over corrupt dealings by Taylor Foundation, organized New Warriors to stop Night Thrasher and Silhouette, shot himself in the head, was hospitalized); NEW WARRIORS #19 (visited by wife in hospital); NEW WARRIORS #21 (Tai revealed to Silhouette that she was Chord's daughter); NEW WARRIORS #22 (life saved by Tai, who informed him she had killed Miyami; Chord told New Warriors he killed Night Thrasher's father); NEW WARRIORS #23-25 (flashback to Chord and "Half-Fulls" first meeting with Tai, how she arranged for Chord to marry Miyami, how Chord became Daryl Taylor's business partner, how she mystically compelled him to kill Daryl and Melody Taylor); NIGHT THRASHER #1-4 (hired Poison Memories to abduct him from hospital to manipulate Night Thrasher into saving Taylor Foundation, underwent surgery to save his life, was reconciled with Night Thrasher and Silhouette)

CHTHON™



CHTHON

BIOGRAPHICAL DATA

Real names: Chthon
Other current aliases: Demon of the Darkhold
Former aliases : The Other
Dual identities: None, the general populace of Earth is unaware of the Chthon's existence.
Current occupation: Would-be conqueror
Former occupations: Scholar, joint ruler of primeval Earth
Citizenship: Inapplicable
Legal status: None
Place of birth: Earth
Marital status: Inapplicable
Known relatives: Set ("brother"), Gaea ("sister")
Known confidants: None
Known allies: Set, Modred the Mystic (corrupted by Chthon), (former) Scarlet Witch (when temporarily possessed by Chthon)
Major enemies: Gaea, Atum/Demogorge, Morgan Le Fey, Magnus (deceased), High Evolutionary, Avengers
Usual base of operations: Unknown extradimensional realm; his Earthly "essence" is imprisoned beneath Wundagore Mountain, Transia
Former bases of operations: Earth (in primeval times)
Current group membership: None
Former group membership: Elder Gods of Earth
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: Unrevealed, possibly variable
Weight: Unrevealed, possibly variable
Eyes: Red
Hair: None
Other distinguishing features: Chthon is a demon who has manifested himself in humanoid form, but can take various forms; his true form, if he has one, has not been revealed.

POWERS AND ABILITIES

Intelligence: Genius (human equivalent)
Strength: Incalculable
Speed: Unrevealed
Stamina: Immeasurable
Durability: Godlike
Agility: Unrevealed
Reflexes: Unrevealed
Fighting skills: Chthon does not engage in physical combat, only in mystical battles.
Special skills: Extraordinary knowledge of the dark mystical forces of the cosmos, catalogued the evil spells of the demonic Elder Gods of Earth in the Darkhold
Superhuman physical powers: Aside from the above listed attributes, Chthon has the vast ability to manipulate magical energies for a variety of effects
Superhuman mental powers: Telepathic abilities enabling him to read, control, and communicate with the minds of others, even across dimensional barriers
Special limitations: Cannot freely teleport

between dimensions because it takes such an enormous interdimensional rift to accommodate the massive magical forces within him. Moreover, Gaea has erected magical screens, reinforced over millennia by human sorcerers, that prevent him form traveling to Earth unless he undertakes highly elaborate preparations. Hence, Chthon prefers to manifest himself on Earth by taking possession of mortal host bodies, although it appears that he cannot easily (if at all) exercise his full mystical power through such bodies.

Source of superhuman powers: Chthon is one of the most powerful Elder Gods of Earth who has degenerated into a demonic state.

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: Chthon is the original author of the Darkhold, an indestructible collection of evil mystical knowledge and spells that he intended to serve as the medium through which he could return to Earth. The Darkhold can apparently change its form, since Chthon created it millions of years before the rise of humanity, to whom it appeared as a set of scrolls with human writing upon them. Most people who use the Darkhold's spells fall under Chthon's mental control as a result. Only humans with great spiritual strength (perhaps aided by great mystical expertise), like Doctor Strange and the members of the Montesi family can successfully resist this mental enslavement.
Transportation: Mystical powers
Design and manufacture of paraphernalia: Chthon

BIBLIOGRAPHY

First appearance: (as the Other) MARVEL CHILLERS #1; (in human host) AVENGERS #185; ("true" humanoid appearance) AVENGERS #187
Origin issue: THOR ANNUAL #10
Significant issues: MARVEL CHILLERS #1 (battled and took possession of Modred the Mystic); (in human host) AVENGERS #185-187 (revealed how Chthon created the Darkhold, was brought to Earth by Morgan Le Fey, then exiled by her back to his nether dimension, was repulsed again by Magnus and the High Evolutionary, in recent years took control of Modred the Mystic as a slave and used the Scarlet Witch as his new host body, but was defeated by the Avengers and reimprisoned beneath Wundagore Mountain); THOR ANNUAL #10 (revealed that Chthon fled Earth in primeval times to avoid destruction by Demogorge); DOCTOR STRANGE Vol. 3 #27 (depicted how Baron Grigory Russoff mistakenly used the Darkhold to summon Chthon, who then slew him)

CLEA™

CLEA

BIOGRAPHICAL DATA

Real name: Clea
Other current aliases: None
Former aliases: None
Dual identity: None; Clea has been publicly revealed to be an extradimensional sorceress by Morganna Blessing, but the general populace of Earth tends to disbelieve this fact.
Current occupation: Sorceress, adventurer
Former occupation: Disciple of Doctor Strange, revolutionary leader, ruler of the Dark Dimension
Citizenship: Princess of the Dark Dimension
Legal status: Exile from the Dark Dimension
Place of birth: The Dark Dimension
Marital status: Married according to Dark Dimension law
Known relatives: Doctor Strange (husband), Umar (mother), Orini (father), Dormammu (uncle), Olnar (grandfather, deceased), Sinifer (grandfather), Victor Strange (Baron Blood II, brother-in-law)
Known confidants: Doctor Strange, Wong, Rintrah, Sara Wolfe, Imei, Chang, Topaz, Rahl
Known allies: Doctor Strange, Wong, Rintrah, Topaz, Rahl, and other revolutionaries of the Dark Dimension, (former) Defenders
Major enemies: Dormammu, Umar, Baron Mordo, Arkon
Usual base of operations: Doctor Strange's townhouse, Greenwich Village, New York City
Former bases of operations: The Dark Dimension
Current Group membership: None
Former group membership: Defenders, Dark Dimension's revolutionary forces
Extent of education: Extensive studies of sorcery under Doctor Strange

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 190 lbs.
Eyes: Blue
Hair: White
Other distinguishing features: When she rules the Dark Dimension, Clea's head is surrounded by a plume of mystic fire called the Flames of Regency.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant, trained by Doctor Strange
Special skills and abilities: Vast knowledge of magical lore
Superhuman physical powers: Ability to

manipulate magical forces for a variety of effects, including transmutation, concussive bolts of mystical energy, magically constructed animate beings; the tapping of extradimensional energy by invoking entities or objects of power existing in dimensions tangential to Earth's through the recitation of spells

Superhuman mental powers: Magical abilities of mesmerism, thought-casting, and illusion-casting

Special limitations: None known

Source of superhuman powers: Manipulation of the forces of magic

PARAPHERNALIA

Costume specifications: Alien fabric

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Levitation, interdimensional teleportation

Design and manufacture of paraphernalia: Inapplicable

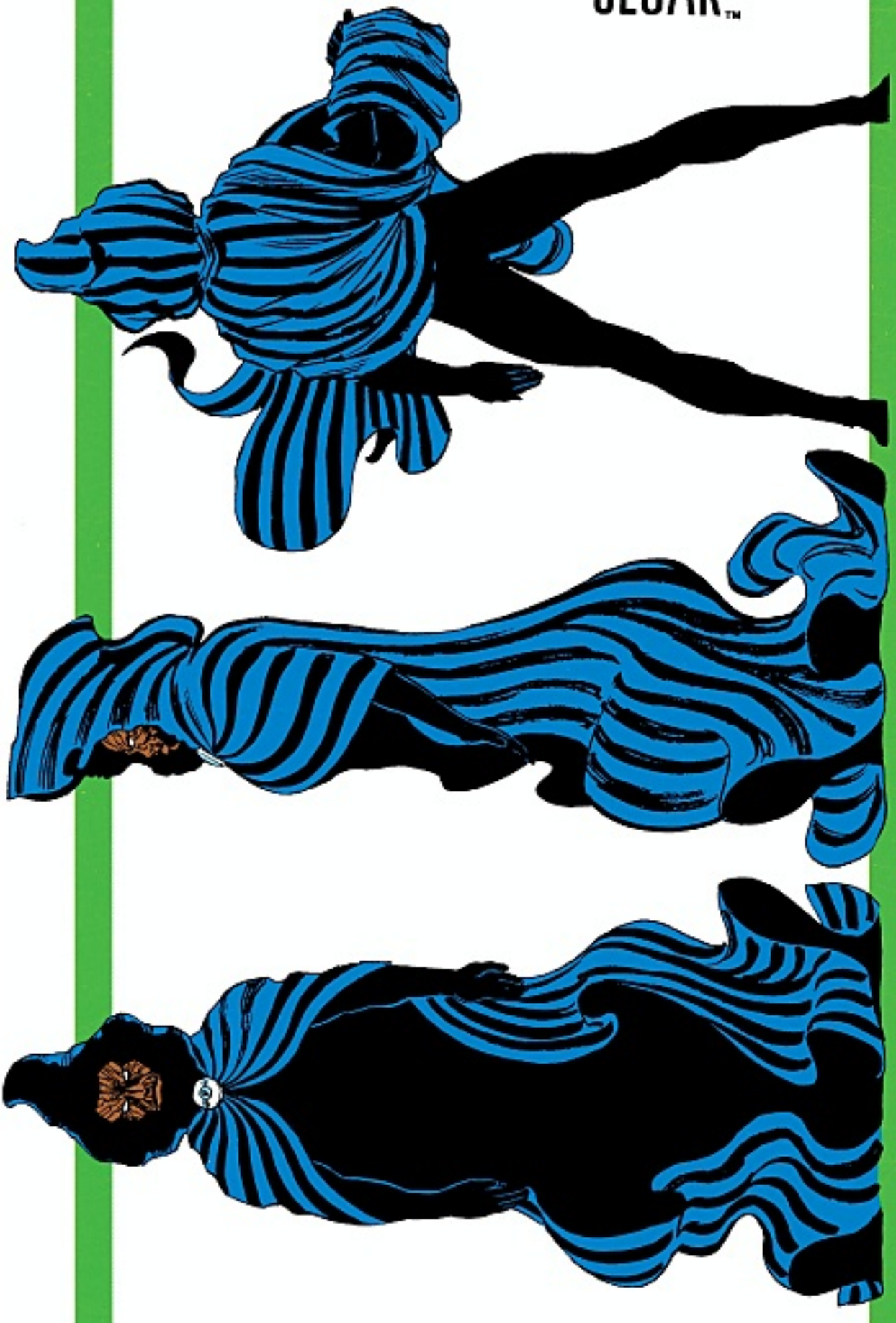
BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #126

Origin issue: DOCTOR STRANGE Vol. 2 #8-9

Significant issues: STRANGE TALES Vol. 1 #126-127 (impressed by Doctor Strange's courage in the Dark Dimension, warned him against facing Dormammu; punished by Dormammu for betrayal, Strange forced Dormammu to release her); STRANGE TALES Vol. 1 #150-155 (taken hostage and nearly killed by Umar; sent by Ancient One into pocket dimension to save her from Umar); DOCTOR STRANGE Vol. 1 #171-173 (found and freed by Doctor Strange, went to live on Earth); DR. STRANGE Vol. 2 #1-2, 4-5 (captured by Silver Dagger, Doctor Strange's spirit cohabited in her body so jointly they could defeat Silver Dagger); DR. STRANGE Vol. 2 #6, 9 (attacked by Umar on Earth; battled Umar); DOCTOR STRANGE Vol. 2 #71-74 (aided by Strange in rebellion in Dark Dimension; discovered Umar was her mother, defeated Umar in mystic battle; supplanted her as ruler of Dark Dimension; joined with Doctor Strange in banishing Umar and Orini from Dark Dimension); DOCTOR STRANGE Vol. 2 #51 (helped save herself from being sacrificed by Dormammu, came to believe Morganna Blessing loved Strange more than she did); DOCTOR STRANGE Vol. 3 #3 (unofficially married Strange); DOCTOR STRANGE Vol. 3 #21-25 (captured by Dormammu; with Doctor Strange, saved Umar's life from Dormammu; with Strange, Umar and Mordo, defeated Dormammu, Umar resumed rulership of Dark Dimension, resumed exile on Earth)

CLOAK™



CLOAK

BIOGRAPHICAL DATA

Real name: Tyrone Johnson
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Vigilante
Former occupation: Student
Citizenship: United States of America
Legal status: No criminal record
Place of birth: South Boston, Massachusetts
Marital status: Single
Known relatives: Otis (brother)
Known confidants: Dagger (Tandy Bowen), Rebecca "Rusty" Nales
Known allies: Dagger, Brigid O'Reilly, Rebecca Nales, Spider-Man, Power Pack, the New Mutants
Major enemies: Mr. Jip, Night, Day (deceased), Silvermane, the Maggia, Ecstasy, D'Spayre
Usual base of operations: Holy Ghost Church, New York City
Former bases of operations: None
Current group membership: Partner of Dagger
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6'
Weight: 175 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: As Cloak, he resembles a living shadow given definition by his cape.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Peak human
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Moderate experience at streetfighting
Special skills and abilities: None
Superhuman physical powers: Intangibility, teleportation of self and others through dimension of darkness
Superhuman mental powers: Ability to create aperture into dimension of darkness and to dispatch persons into darkness dimension
Special limitations: Feels constant "hunger" which can only be assuaged by "feeding" either on light projected by Dagger or on light consumed from victims dispatched to dimension of darkness
Source of superhuman powers: Acquisition of D'Spayre's Dark Form upon injection from an experimental illegal drug which interacted with his latent mutant capabilities

PARAPHERNALIA

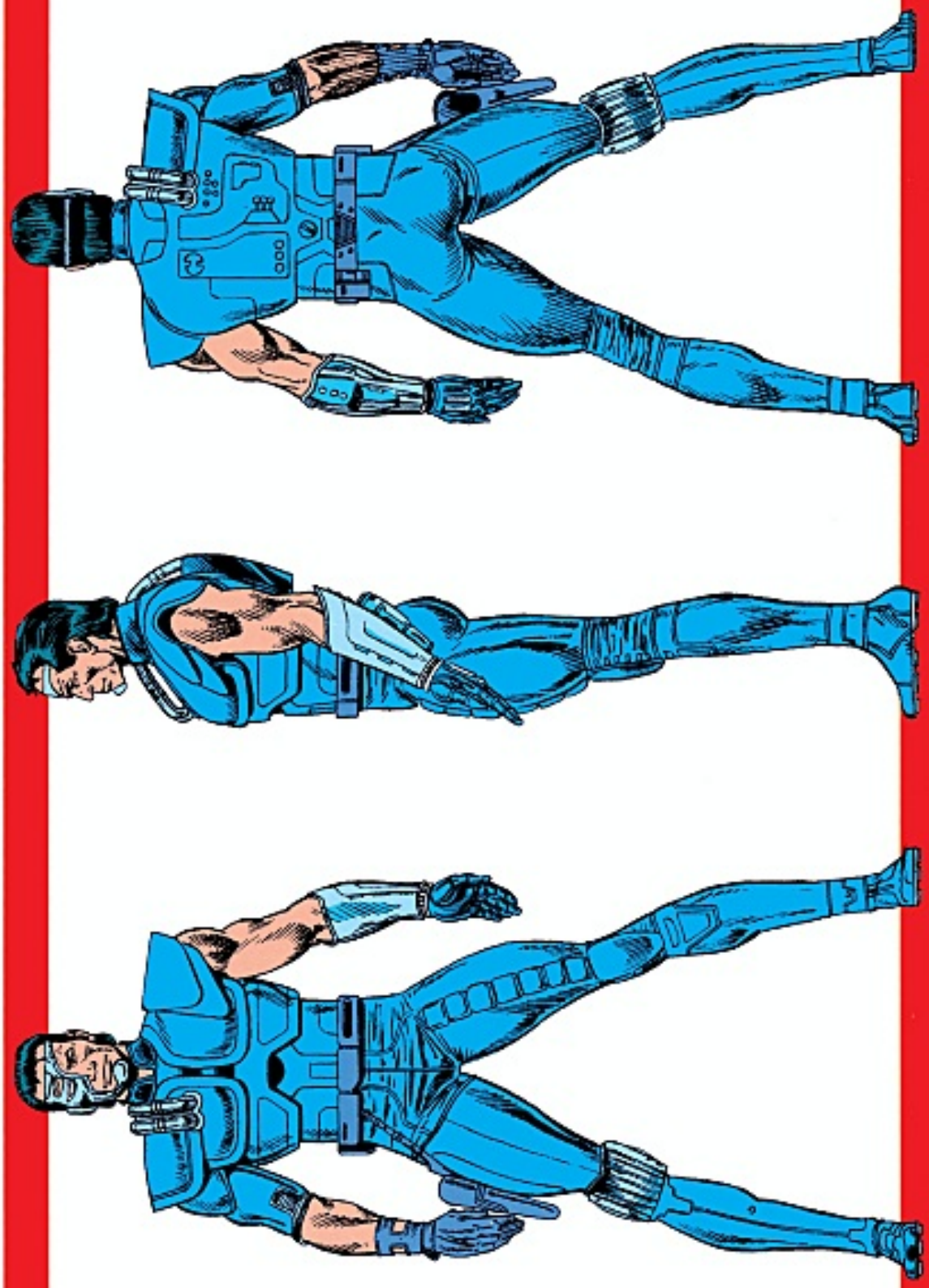
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None

Other accessories: None
Transportation: Teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: SPECTACULAR SPIDER-MAN #64
Origin issue: SPECTACULAR SPIDER-MAN #64, CLOAK & DAGGER Vol. 1, #4; CLOAK & DAGGER Vol. 3 #19
Significant issues: SPECTACULAR SPIDER-MAN #64 (with Dagger, hunted and killed Simon Marshall and drug-dealing henchmen responsible for their origin, first encountered Spider-Man) ; SPECTACULAR SPIDER-MAN #69-70 (with Dagger, murdered Silvermane, battled his reanimated cyborg form) ; SPECTACULAR SPIDER-MAN #81-82 (with Spider-Man, thwarted the murder of the Kingpin by the PUNISHER) ; MARVEL TEAM-UP ANNUAL #6 (with Spider-Man, first encountered the New Mutants) ; SPECTACULAR SPIDER-MAN #94-96 (battled Silvermane and the Answer) ; POWER PACK #7-8 (first met Power Pack) ; CLOAK & DAGGER Vol. 2 #4 (encountered the Beyonder) ; CLOAK & DAGGER Vol. 2 #5-6 (first encountered Mayhem) ; CLOAK & DAGGER Vol. 2 #10 (encountered Dr. Strange in Latveria) ; DR. STRANGE Vol. 2 #78 (alongside Dr. Strange, battled Ecstasy) ; STRANGE TALES Vol. 2 #3-7 (used in Nightmare's plot to defeat Dr. Strange) ; STRANGE TALES Vol. 2 #9-11 (battled Mr. Jip, Night, and Day) ; CLOAK & DAGGER Vol. 3 #9 (battled Hydro-Man, Jester II, Hulk android, Rock, and Fenris alongside Avengers) ; CLOAK & DAGGER Vol. 3 #16 (unknowingly met his sister) ; CLOAK & DAGGER Vol. 3 #19 (battled D'Spayre, learned that he manipulated Cloak and Dagger, gave them their Dark Form and Light Form which had been pieces of his soul, which interfered with their natural mutations); INFINITY GAUNTLET #1-4 (among heroes assembled by Adam Warlock to fight Thanos)

COLDBLOOD™



COLDBLOOD

BIOGRAPHICAL DATA

Real name: Eric Savin
Other current aliases: Coldblood-7
Former aliases: None known
Dual identity: Eric Savin is generally assumed to be dead; the general populace of Earth is unaware of Coldblood's existence.
Current occupation: Urban soldier cyborg, operating as freelance mercenary
Former occupation: Lieutenant Colonel, United States Army
Citizenship: United States of America
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: Dr. Gina Dyson
Known allies: Deathlok III, Dr. Gina Dyson, Siege
Major enemies: Mako (apparently deceased), Mechadoom (destroyed), Harlan Ryker, Ryker's cyberwarriors
Usual base of operations: Mobile
Former bases of operations: "New York" reconstruction in Nevada desert
Current group membership: None
Former group membership: United States Army
Extent of education: Unrevealed, probably college level

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 500 lbs.
Eyes: Blue
Feathers: Black
Other distinguishing features: Coldblood is a cyborg with a wetware-grafted computer (computer grafted to his organic brain), a plasti-steel-reinforced skeleton, an artificial heart, synthetic hemoglobin, an artificial right eye, and artificial limbs. The right half of his face is an armored cybernetic implant.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combatant; highly trained in commando fighting, superb marksman with conventional firearms
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Coldblood possesses enhanced sensory systems. Coldblood has the ability to interface with virtually any computer system, and, by mentally entering "cyberspace", to communicate with such systems.
Superhuman mental powers: None
Special limitations: The organic portion of Coldblood's body requires food, drink, oxy-

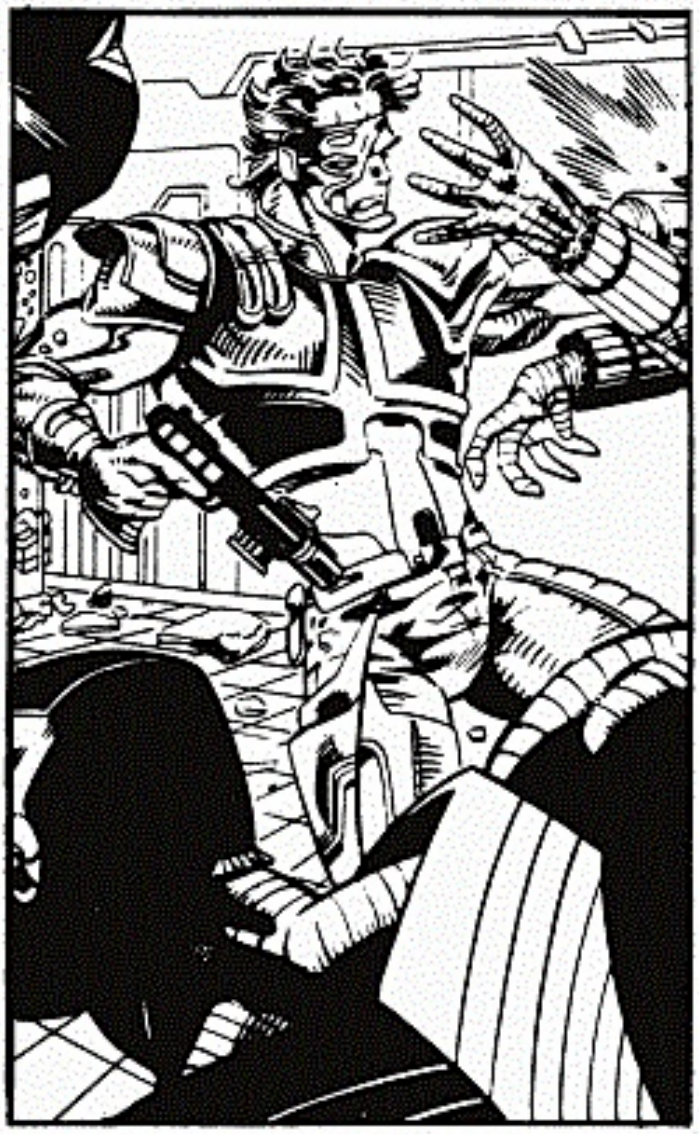
gen, and sleep; his in-built computer requires a recharge of electricity every twelve months of active service. The portion of Coldblood's organic brain that controls personal memories was removed during surgery that made him into a cyborg.
Source of superhuman powers: Converted into cyborg by Dr. Gina Dyson and other Project: Ultra-Tech surgeons following designs by Mako

PARAPHERNALIA

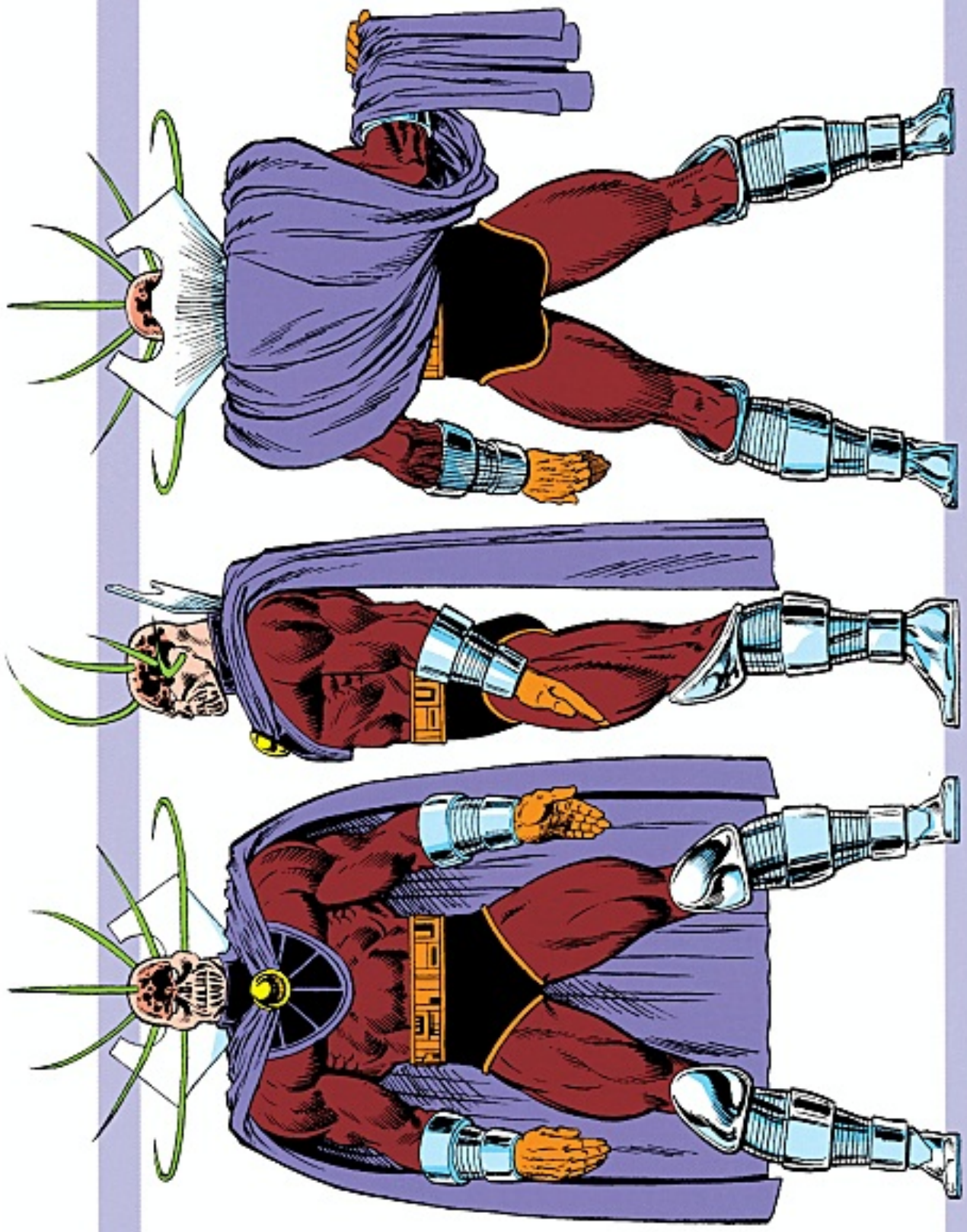
Costume specifications: Body armor of unspecified composition
Personal weaponry: Conventional firearms
Special weaponry: .357 automatic gun implanted in artificial left hand
Other accessories: None known
Transportation: Specially designed high speed automobile, with built-in guns, that can be remote controlled by a device in Coldblood's left wrist
Design and manufacture of paraphernalia: Mako and Project: Ultra-Tech

BIBLIOGRAPHY

First appearance: MARVEL COMICS PRESENTS #26
Origin issue: MARVEL COMICS PRESENTS #31
Significant issues: MARVEL COMICS PRESENTS #26-35 (killed and resurrected as a cyborg by Mako's Project: Ultra-Tech, was aided against Mako by his former lover Dr. Gina Dyson, battled Mako's robots and apparently slew Mako in combat); DEATHLOK Vol. 2 #4 (evaded capture by Mechadoom); DEATHLOK Vol. 2 #18-21 (hunted down and fought Deathlok III in Paris, joined forces with him and Siege in defeating Harlan Ryker and his cyberwarriors)



COLLECTOR™



COLLECTOR

BIOGRAPHICAL DATA

Real name: Taneleer Tivan
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of the Collector's existence.
Current occupation: Curator
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: No known criminal record
Place of self-awareness: Cygnus X-1
Marital status: Widower
Known relatives: Matani (wife, deceased), Carina (daughter, deceased)
Known confidants: Matani (deceased), Carina (deceased)
Known allies: Elders of the Universe especially the Grandmaster, (former) Beetle, Carina (deceased), Collection Agency
Major enemies: The Avengers, the Brethren, Thane Ector (deceased), Korvac, Alpha Flight, the Silver Surfer, Spider-Man
Usual base of operations: Various starships holding museums of his collections, traveling throughout the known universe
Former bases of operations: Various starships destroyed in the course of his battles with Earth's superhumans; former base in Rutland, Vermont
Current group membership: Elders of the Universe
Former group membership: Unrevealed
Extent of education: Unrevealed, but has an extensive knowledge of the fauna, flora, cultures, and other aspects of large numbers of inhabited planets

PHYSICAL DESCRIPTION

Height: 6' 2" (can increase at will)
Weight: 450 lbs. (can increase at will)
Eyes: No visible irises
Hair: (in humanoid form) White, (in true form) None
Other distinguishing features: In his true form the Collector's head has various short tentacle-like appendages; in the past he has often appeared in the form of a frail, elderly humanoid

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Unrevealed, although all Elders possess the potential for virtually unlimited strength and other physical attributes, not all of them have chosen to develop it.
Speed: Unrevealed
Stamina: Unrevealed
Durability: Demi-godlike regenerative
Agility: Unrevealed
Reflexes: Unrevealed
Fighting skills: Apparently unskilled in hand-to-hand combat, though sometimes wears armored battlesuit to fight adversaries; employs energy manipulating powers or weaponry in combat
Special skills and abilities: Vast knowledge and comprehension of the advanced science and technology of numerous alien

worlds

Superhuman physical powers: Aside from the above listed attributes, the Collector possesses the ability to manipulate cosmic energy for a variety of effects, including projecting concussive force beams, the increasing of his size and mass (and hence physical strength) at will. He also possesses limited shape-changing abilities. Currently, due to a vow by Death, he cannot die.

Superhuman mental powers: Precognitive abilities giving him brief visions of alternate futures, although he must meditate for long periods to identify the individuals he sees in the vision and its apparent point in time. Telepathic abilities that enable him to make limited contact with the minds of other Elders.

Special limitations: None known

Source of superhuman powers: Manipulation of cosmic energy; how the Collector acquired this ability is unrevealed

PARAPHERNALIA

Costume specifications: Alien materials

Personal weaponry: Armored battlesuit made of the alien metal etherion that amplifies the wearer's strength to superhuman levels and has jets permitting flight

Special weaponry: Various weapons from many time periods and different worlds. Among his arsenal from Earth's past are catapults, Tibetan crystal balls that emit mystical rays, and magic beans that can conjure up warrior giants. He possesses a magic lamp that can summon a four-headed djinn with mystical powers. His Vegan "Boxes" are rectangular "interdimensional traps" that can weaken a victim's strength or sanity. Other weapons include gigantic robot guards, a stun beam, and stasis beams. The Collector also has zoos of alien beasts which he can release to attack his adversaries. Among these is Snake-Eyes, an enormous alien serpent with hypnotic powers.

Other accessories: Obedience Potion, with which the Collector can compel a human victim to do his bidding; the Cosmic Viewer, with which he can monitor events on various worlds; a Kymellian translation/control device resembling a flute, with which he can communicate with other living beings; time probe enabling him to find and procure artifacts from other time periods. Formerly possessed the Infinity (Soul) Gem that could control reality, but he did not understand its power.

Transportation: Starships, Temporal Assimilator that allows time travel; Persian "flying carpets" and a "flying cape" that allowed flight; flight via battlesuit

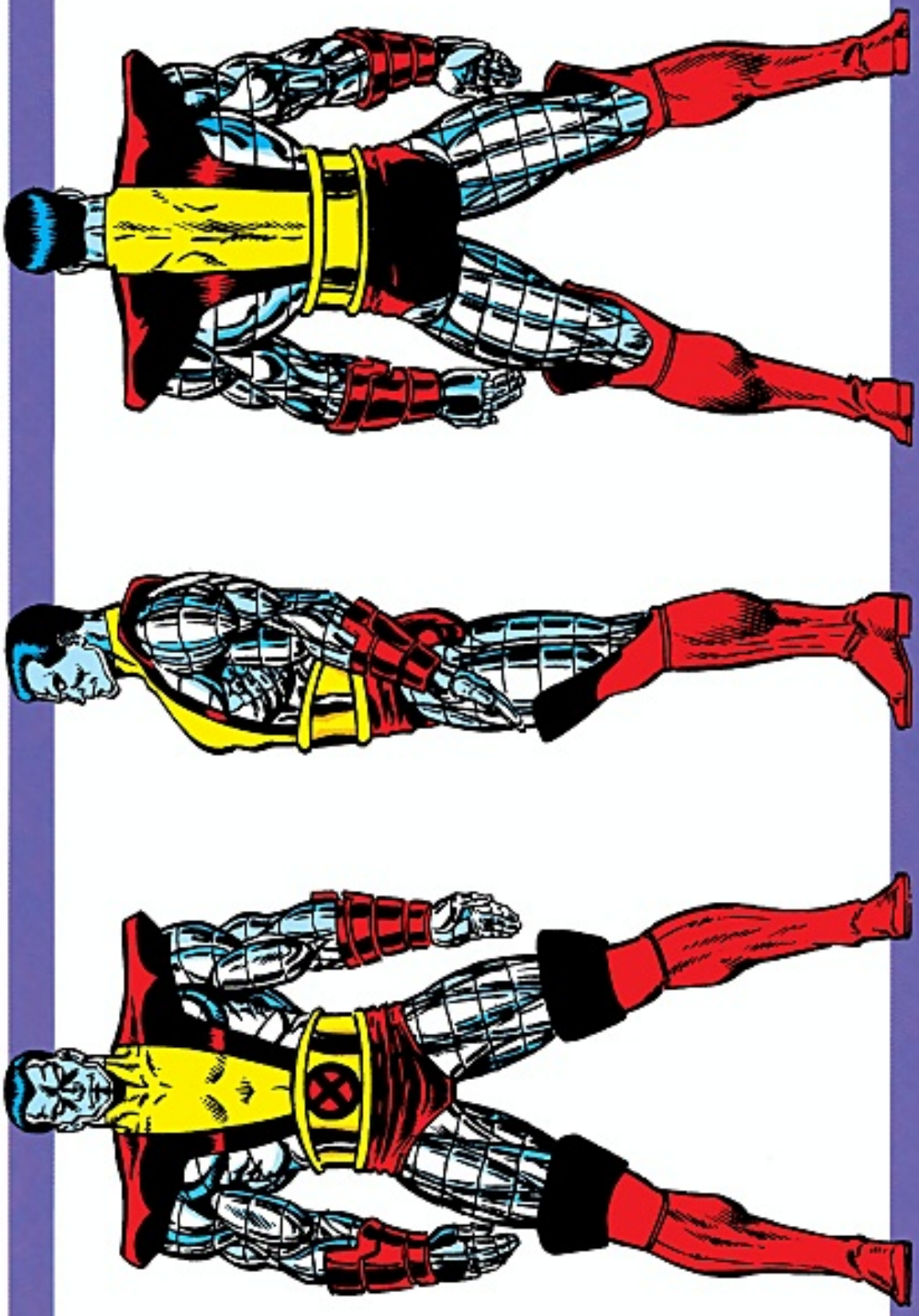
Design and manufacture of paraphernalia: Various scientist and craftsmen

BIBLIOGRAPHY

First appearance: AVENGERS #28

Origin issue: The Collector's origin is as yet unrevealed.

COLOSSUS™



COLOSSUS

BIOGRAPHICAL DATA

Real name: Piotr ("Peter") Nikolaievitch Rasputin
Other current aliases: Peter Nicholas
Former aliases : The Proletarian
Dual identity: Secret
Current occupation: Artist, adventurer
Former occupation: Student
Citizenship: Formerly U.S.S.R., now naturalized American
Legal status: No criminal record
Place of birth: Ust-Ordynski Collective, Lake Baikal, Siberia, U.S.S.R.
Marital status: Single
Known relatives: Nikolai Rasputin (father), Alexandra Rasputina (mother); Illyana Rasputin (sister), Mikhail Nikolaievitch Rasputin (brother, deceased)
Known confidants: Callisto, Kitty Pryde, Illyana Rasputin, Nightcrawler, Storm, Wolverine, Nereel, Betsy Wilford, Anya Makarova
Known allies: X-Men, New Mutants
Major enemies: The Shadow King, Masque, Genoshan government and magistrates, Juggernaut, Marauders
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State; a loft in SoHo, Manhattan
Former bases of operations: Ust-Ordynski Collective, Lake Baikal, Siberia, U.S.S.R., X-Men headquarters Australian outback
Current group membership: X-Men
Former group membership: None
Extent of education: College level courses taken at Xavier's school, no degree

PHYSICAL DESCRIPTION

Height: 6' 6", (transformed) 7' 5"
Weight: 250 lbs., (transformed) 500 lbs.
Eyes: Blue, (transformed) Silver
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete, (transformed) Superhuman Class 100
Speed: Athlete
Stamina: Athlete, (transformed) Metahuman
Durability: Athlete, (transformed) Metahuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, received training from Wolverine
Special skills: Talented artist in painting and drawing
Superhuman physical powers: Ability to transform the tissue of his entire body into an organic steel-like substance, granting him superhuman strength and a high degree of imperviousness to physical harm, whether from concussive impacts of temperature extremes; while in this

transformed state, Colossus also does not breath
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic mutation

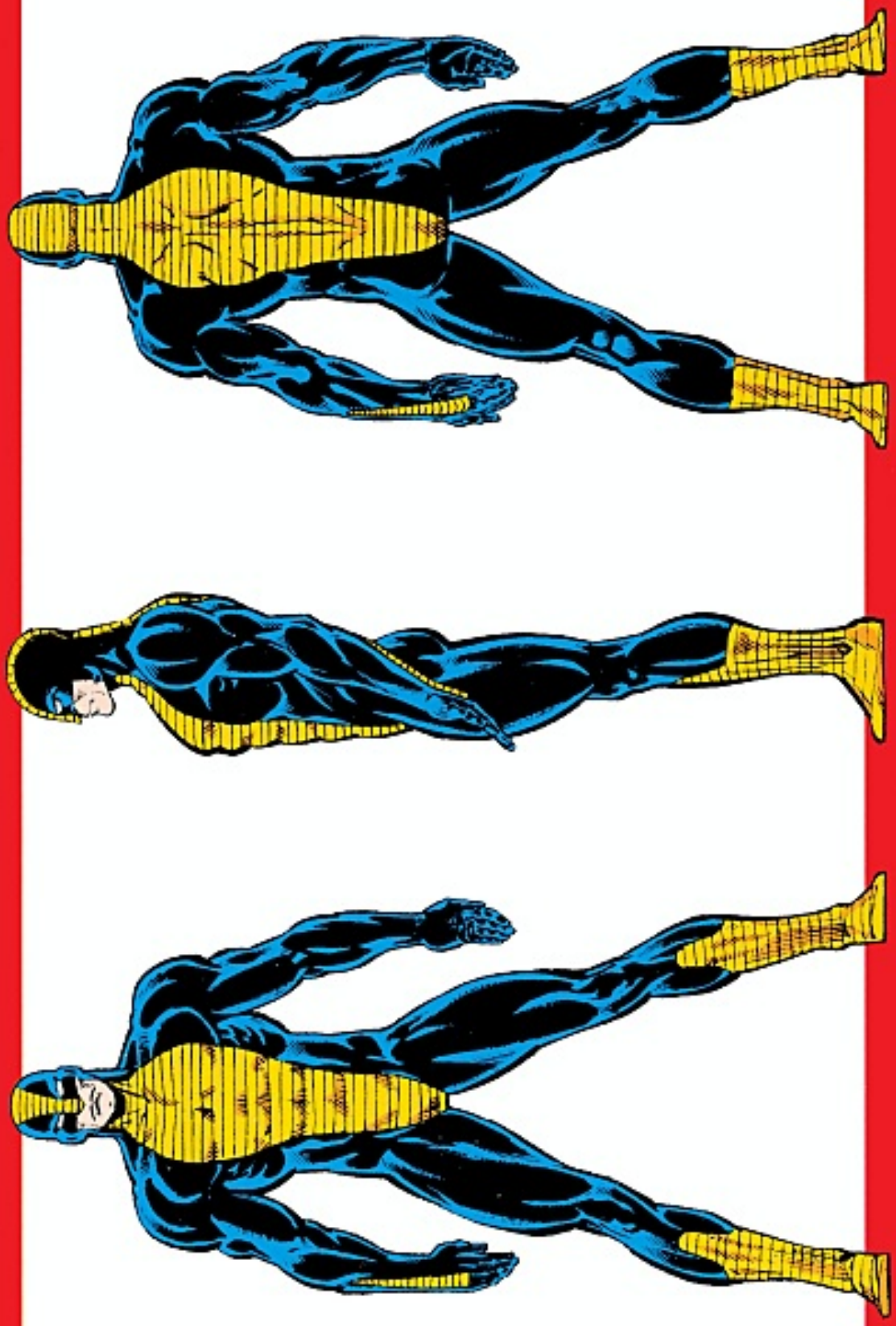
PARAPHERNALIA

Costume specifications: Made of unstable molecules, permitting costume to expand or contract as Colossus gains or loses mass in transforming between his metal and normal states
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: X-Men vehicles, including Blackbird aircraft
Design and manufacture of paraphernalia: Xavier's school

BIBLIOGRAPHY

First appearance: GIANT-SIZE X-MEN #1
Origin issue: UNCANNY X-MEN #122
Significant issues: GIANT-SIZE X-MEN #1 (recruited by Professor Xavier to join "new" X-Men, given code name "Colossus); X-MEN Vol. 1 #107 (first battled Shi'ar Imperial Guard); UNCANNY X-MEN #114 (first visit to the Savage Land); UNCANNY X-MEN #115 (first encounter with Nereel in the Savage Land); UNCANNY X-MEN #123-124 (brainwashed by Arcade into becoming "The Proletarian," battled other X-Men); UNCANNY X-MEN #128 (seemingly killed evil mutant Proteus); UNCANNY X-MEN #129 (first encountered Kitty Pryde); UNCANNY X-MEN #136 (battled Dark Phoenix); UNCANNY X-MEN #137 (battled Imperial Guard to save Phoenix's life); UNCANNY X-MEN #177-179 (turned to unliving metal, was returned to normalcy by Morlock healer), UNCANNY X-MEN #183 (ended relationship with Kitty Pryde, battled Juggernaut one-on-one); UNCANNY X-MEN #211 (killed Marauder Riptide during Morlock massacre); UNCANNY X-MEN #227 (died to give life force to help defeat Adversary but was resurrected by Roma); UNCANNY X-MEN ANNUAL #12 (reunited with Nereel, met her son); MARVEL COMICS PRESENTS #10-17 (battled Cold Warriors); UNCANNY X-MEN #231 (went through mystical Siege Perilous); UNCANNY X-MEN #259 (revealed to be living new life in Manhattan as artist Peter Nicholas, with no memory of his past, battled Genoshan Magistrates); UNCANNY X-MEN #262 (with Callisto, captured by Masque); UNCANNY X-MEN #263 (resumed armored form, defeated Masque); UNCANNY X-MEN #264 (began new life with Callisto); UNCANNY X-MEN #277 (under psychic domination of the Shadow King, attacked Stevie Hunter); UNCANNY X-MEN #279 (still under Shadow King's control, attempted to kill Professor Xavier; regained memory)

CONSTRICTOR™



CONSTRICTOR

BIOGRAPHICAL DATA

Real name: Frank Schlichting
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Professional criminal and assassin
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Racine, Wisconsin
Marital status: Divorced
Known relatives: McAvey (common law stepfather); Amy (sister, deceased)
Known confidants: None
Known allies: Sabretooth, the Viper, Stewart Montenegro, former employee of the Corporation, former employee of Justin Hammer
Major enemies: The Hulk, Power Man II, Captain America, Anaconda, Scourge
Usual base of operations: Mobile
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 190 lbs.
Eyes: Brown-gray
Hair: Black
Other distinguishing features: None

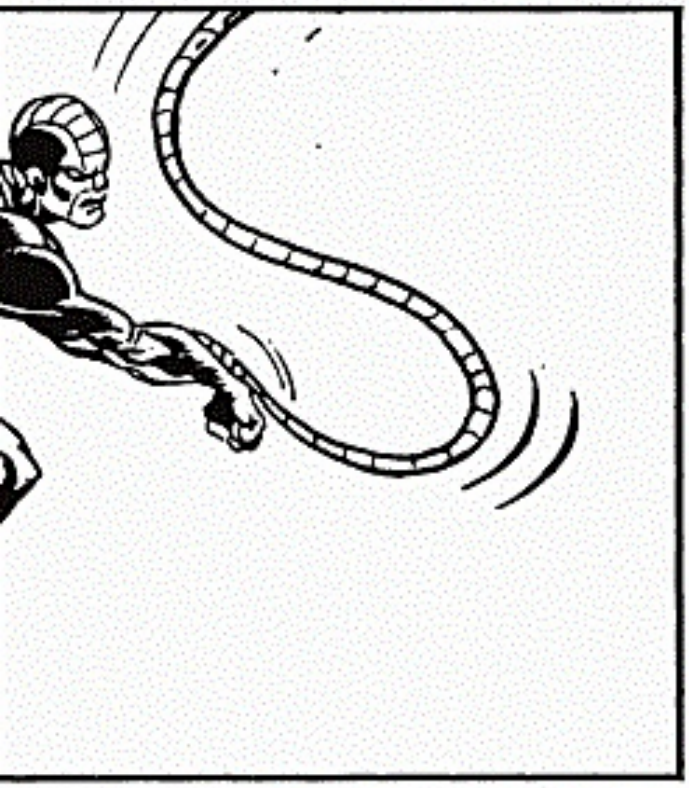
POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, streetfighting techniques
Special skills and abilities: Unrevealed
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Partial bullet-

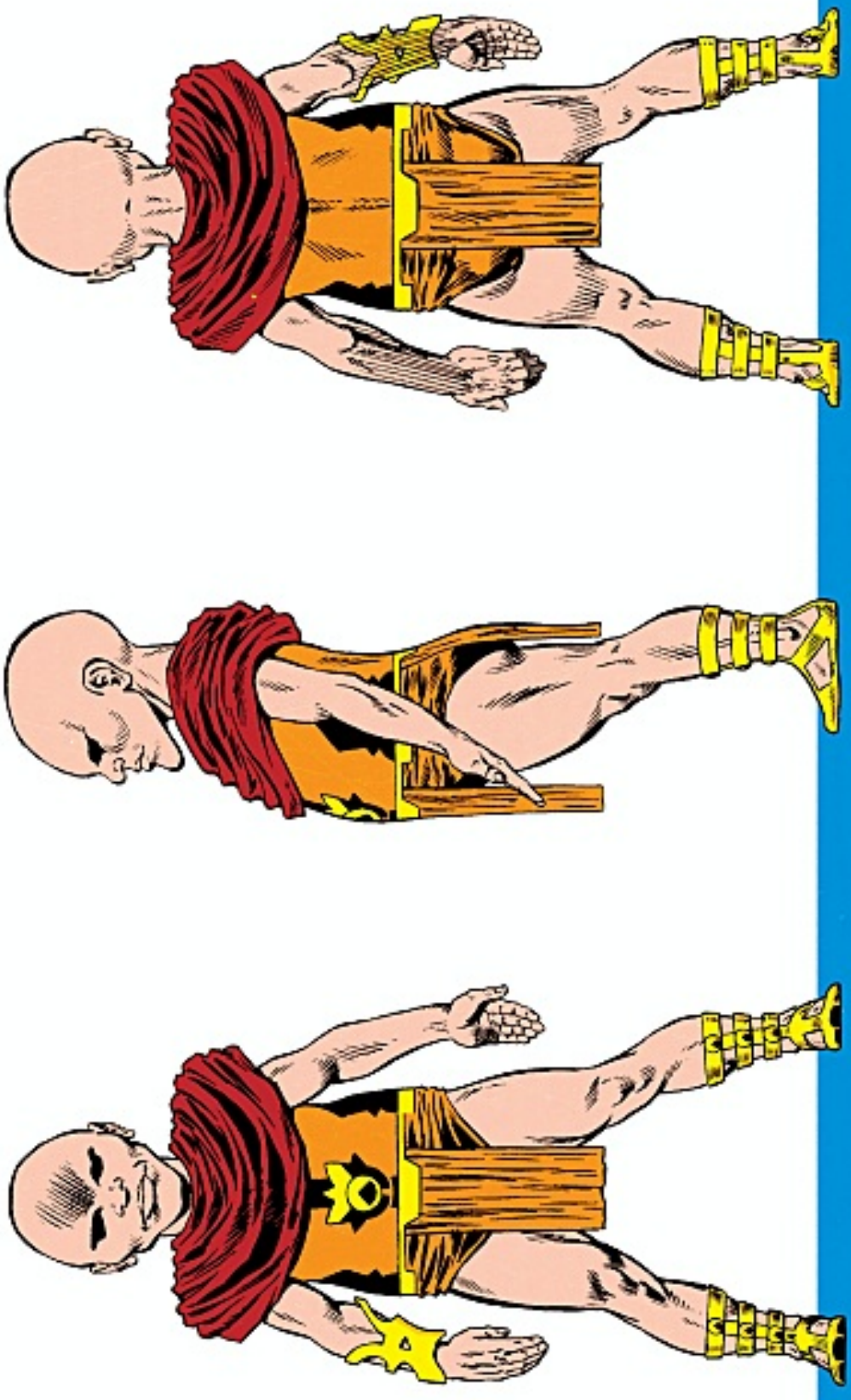
proofing around chest and head area, lined with electrically-insulated fabric
Personal weaponry: Two cybernetically-controlled, electrically-powered Adamantium-alloy cables which eject and retract from special appliances running from shoulder to wrist. These cables are able to extend to a maximum length of 30 feet and can be used as whips, capable of rending steel or lesser metals; or as bonds, capable of entwining an object or human being and constricting with a maximum force of 115 lbs. per square inch
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Justin Hammer



BIBLIOGRAPHY

First appearance: INCREDIBLE HULK #212
Origin issue: The Constrictor's origin is as yet unrevealed.
Significant issues: INCREDIBLE HULK #212 (hired by the Corporation to assassinate the Hulk's friend Jim Wilson, battled Hulk); CAPTAIN AMERICA #228 (hired by the Corporation to assassinate Captain America, trapped in cave-in of SHIELD headquarters, freed by Captain America); IRON MAN #127 (battled Iron Man as a member of Justin Hammer's criminal army); POWER MAN AND IRON FIST #66 (teamed with Sabretooth to safeguard stolen jade tiger statuette, battled Power Man and the Daughters of the Dragon); POWER MAN AND IRON FIST #84 (teamed with Sabretooth to help him get revenge on Misty Knight, fought Iron Fist, Power Man, El Aguila, and Misty Knight); CAPTAIN AMERICA #281-283 (working for Viper II, battled Captain America and Nomad, turned against Viper); MARVEL TWO-IN-ONE #96 (joined with criminals in attempt to assassinate hospitalized Thing); CAPTAIN AMERICA #310-311 (invited to join the Serpent Society, attended first meeting, walked out, betrayed the Society to the Avengers, brutally beaten by Anaconda; while in hospital, nearly assassinated by Scourge, saved by Captain America); MARVEL COMICS PRESENTS #74 (had showdown with McAvey, murderer of his mother)

CONTEMPLATOR™



CONTEMPLATOR

BIOGRAPHICAL DATA

Real name: Tath Ki
Other current aliases: Mister Buda
Former aliases: None known
Dual identity: None
Current occupation: Inapplicable
Former occupation: Philosopher, teacher, investigator of reality, would-be conqueror
Citizenship: None
Legal status: None
Place of birth: Coal Sack Nebula
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Elders of the Universe, Clumsy Foulup
Major enemies: The Silver Surfer, Captain Reptyl, Cotati, Galactus
Usual base of operations: Mobile throughout the universe
Former bases of operations: Unrevealed
Current group membership: Elders of the Universe
Former group membership: Unrevealed
Extent of education: Unrevealed, but has spent the last four and a half million years teaching himself through his studies of the universe

PHYSICAL DESCRIPTION

Height: (before decapitation) 5'
Weight: (before decapitation) 100 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: Most of the Contemplator's physical body was devoured by Captain Reptyl; however, due to Death's decree that no Elder of the Universe will die, the Contemplator's scarred but otherwise intact head remains alive.

POWERS AND ABILITIES

Intelligence: Superhuman intellect
Strength: (before decapitation) Unrevealed, possibly normal
Speed: (before decapitation, in physical form) Normal, (in astral form) Incalculable
Stamina: (before decapitation, in physical form) Normal, (in astral form) Inapplicable
Durability: Totally indestructible
Agility: (before decapitation) Enhanced human
Reflexes: (before decapitation) Enhanced human
Fighting skills: Unrevealed
Special skills and abilities: Vast knowledge and comprehension of the fundamental forces of the universe
Superhuman physical powers: The Contemplator possesses a cosmic life force which grants him a variety of superhuman traits, including a virtually immortal body, immunity to aging and disease, and imperviousness to conventional injury through regeneration of any injury, ability to channel cosmic energies to increase physical abilities to superhuman levels. Currently, due to the Elders' machinations

against Death, he cannot die.
Superhuman mental powers: Telepathy, psychokinesis, mental domination of others, precognition, astral projection, interdimensional teleportation of himself and others, cosmic awareness (the ability to expand one's consciousness to nearly infinite parameters)
Special limitations: Unrevealed
Source of superhuman powers: Manipulation of cosmic energy

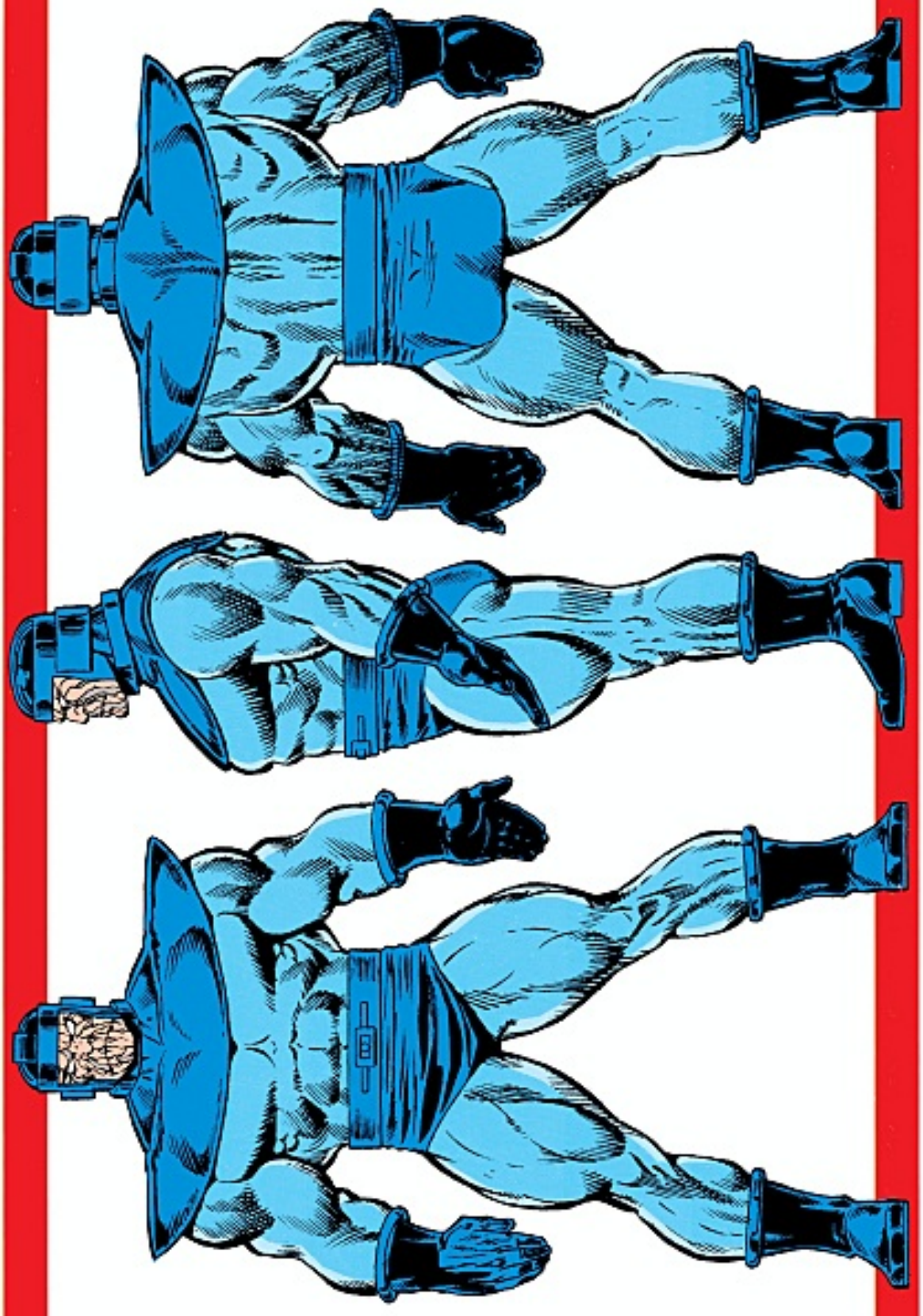
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Self-levitation, astral projection, interdimensional teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: MARVEL TREASURY SPECIAL #1
Origin issue: The Contemplator's origin is as yet unrevealed.
Significant issues: MARVEL TREASURY SPECIAL #1 (sent Captain America to various time periods in America's past and future to teach him about America and himself); CAPTAIN AMERICA ANNUAL #6 (caused divergence of alternate Earth ruled by android Adam II, sent first four Captain Americas there so that the dying Captain America III, the Patriot, could win one last victory); SILVER SURFER Vol. 3 #4 (met with other Elders' to discuss plot to kill Galactus); SILVER SURFER Vol. 3 #7-9 (met with Kree Supreme Intelligence in attempt to obtain his Infinity Gem; with other Elders, tried to kill Galactus with Infinity Gems, thwarted by Silver Surfer); SILVER SURFER Vol. 3 #12 (sheltered by Captain Reptyl from Galactus's vengeance, only to have most of his physical body devoured by Reptyl); SILVER SURFER Vol. 3 #25 (in disguise, proposed to Clumsy Foulup that he betray Reptyll and make a pact with Kree against Skrulls); SILVER SURFER Vol. 3 #26-27, 29-31 (revealed himself to Clumsy Foul-up; revealed he sought to destroy Reptyl and Skrulls and to conquer Kree Empire, arrived on Kree throne-world in astral form; used powers to cause pink Kree to support Clumsy Foul-up; took control of Kree Supreme Intelligence; physically attacked by Cotati, who thereby caused him to go mad)
Note: The behavior of the Contemplator in the SILVER SURFER stories was radically different from what they were in his previous appearances, suggesting either that the Contemplator underwent a major personality change or that there may be more than one entity calling himself the Contemplator.

CONTROLLER™



CONTROLLER

BIOGRAPHICAL DATA

Real name: Basil Sandhurst
Other Current aliases: None
Former aliases : None
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Electro-mechanical/chemical research scientist
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Kittery Point, Maine
Marital status: Single
Known relatives: Vincent Sandhurst (brother, deceased)
Known confidants: None
Known allies: Thanos, the Blood Brothers, the Red Skull, Venom, Klaw, Goliath IV, Vermin, Mentallo, Powderkeg
Major enemies: Iron Man I, Jasper Sitwell (deceased), SHIELD I, Captain Mar-Vell, the Avengers, Namor the Sub-Mariner, Captain America
Usual base of operations: Mobile
Former base of operations: A fully-automated laboratory in the Sandhurst mansion, Kittery Point, Maine; Pinewood Sanitarium in upstate New York; a warehouse in New York City; a tanning salon attached to an abandoned church in Los Angeles
Current group membership: None
Former group membership: Operatives of Thanos
Extent of education: College degree in chemistry and electrical and mechanical engineering

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 565 lbs.
Eyes: White (no visible pupils or irises)
Hair: Black
Other distinguishing features: Scarred facial features

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Enhanced human to Superhuman Class 50
Speed: Normal to peak human
Flight speed: Directed motion hovering
Stamina: Normal to enhanced human
Durability: Normal to superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Average hand-to-hand combatant; relies on his superhuman strength
Special skills and abilities: Highly skilled chemist and mechanical engineer
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: Limited psychokinetic and telepathic abilities; ability to control the actions of any one person wearing one of his slave discs; ability to fire mental bolts of force from his helmet
Special limitations: The Controller's strength is limited by his exo-skeleton's ability to process cerebral energies received from victims wearing his slave

discs which in turn have a limited reception/transmission range.
Source of superhuman powers: Armored exo-skeleton powered by cerebral energies drained from victims wearing his slave discs

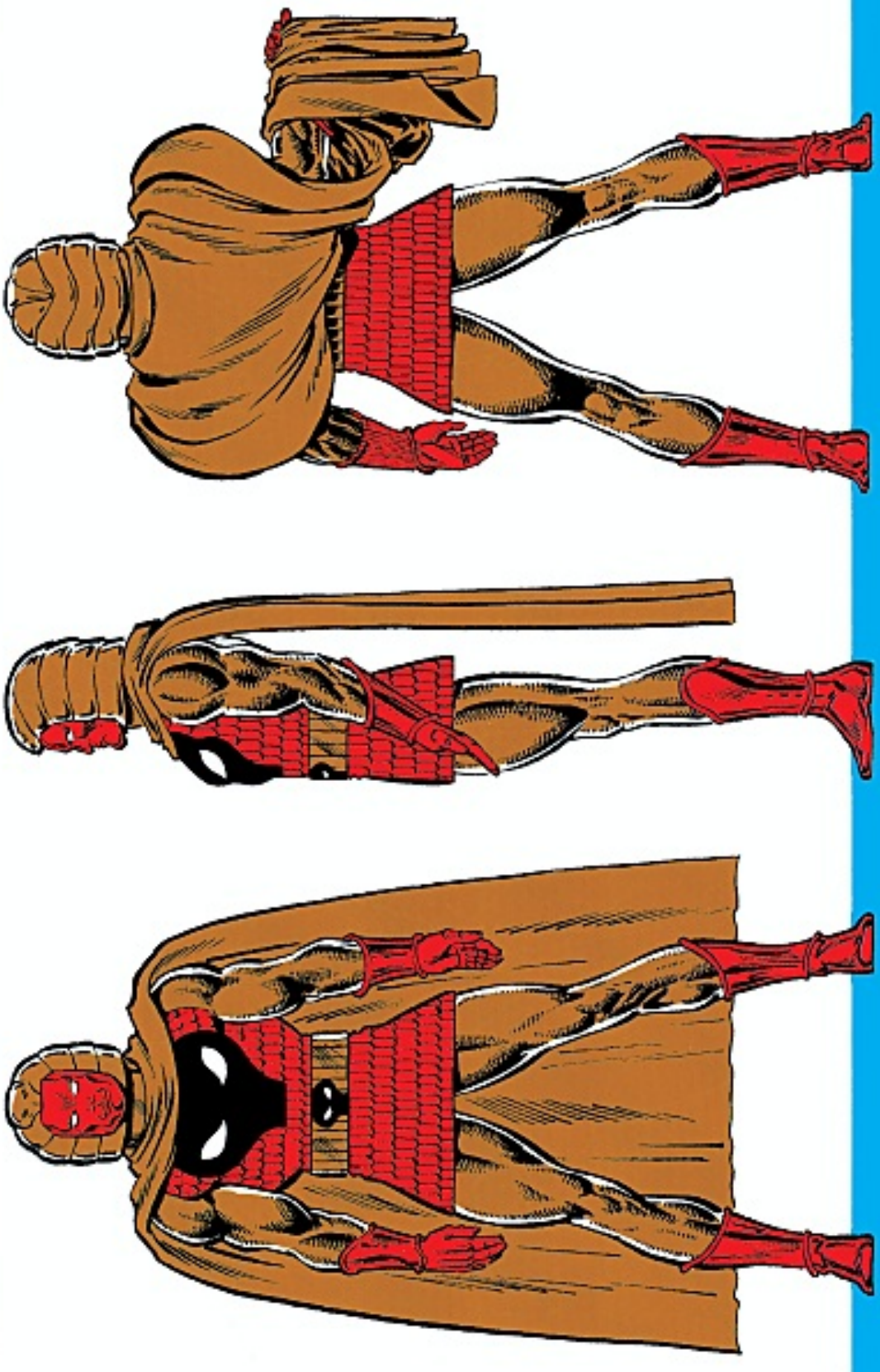
PARAPHERNALIA

Costume specifications: Exo-skeleton body armor, microsurgically attached to his body from head to toe, including helmet containing microcircuitry which converts cerebral energies for use by exo-skeleton and fires mental bolts
Personal weaponry: Slave discs (divert 85 % of victim's cerebral energies to the Controller's exo-skeleton as motive force and physical strength which increased his physical attributes and grants him the ability to control the actions of any one person wearing his slave discs [when improved by Thanos, the discs increased his physical attributes in geometric progression to number of victims wearing slave discs and he was able to control the actions of all persons wearing the slave discs])
Special weaponry: None
Other accessories: (former) Mental wave absorbatron (originally used to convert cerebral energies for use by exo-skeleton; now obsolete)
Transportation: Levitation under own power or conventional means
Design and manufacture of paraphernalia: Basil Sandhurst, improved by Thanos

BIBLIOGRAPHY

First appearance: IRON MAN #12
Origin issue: IRON MAN #12
Significant issues: IRON MAN #12 (crippled in lab accident, created exo-skeleton and slave discs and gained superhuman powers, enslaved inhabitants of town, attempted to invade New York City, defeated by Iron Man I and Jasper Sitwell of SHIELD); IRON MAN #28 (took over Pinewood Sanitarium, created improved equipment, defeated by Iron Man); CAPTAIN MARVEL #28, 30 (at behest of Thanos, invaded Avengers Mansion, defeated the Avengers and Captain Mar-Vell, abducted Lou-Ann Savannah; defeated by Captain Mar-Vell, banished by Thanos); IRON MAN #89-91 (restoration upon Thanos's defeat revealed, set the Blood Brothers against Iron Man I and Daredevil; defeated by Iron Man I, imprisoned in vat of experimental plastic, escaped; alongside one of the Blood Brothers, defeated by Iron Man); CAPTAIN AMERICA #365-367 (escaped from the Vault during "Acts of Vengeance," at behest of Red Skull, enslaved Namor the Sub-Mariner and set him against Captain America; unsuccessfully attempted to control Loki at behest of Red Skull; unsuccessfully attempted to aid Red Skull against Magneto, defeated by Captain America)

COPPERHEAD™



COPPERHEAD

BIOGRAPHICAL DATA

Real name: Davis Lawfers
Other current aliases: None
Former aliases: Unrevealed
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: Civil servant, agent of the Viper
Citizenship: United States of America
Legal status: Criminal record in the U. S.
Place of birth: Rochester, New York
Marital status: Single
Known relatives: None
Known confidants: Unrevealed
Known allies: Serpent Squad IV (Black Racer, Puff Adder, Fer-de-Lance), the Viper, Boomslang
Major enemies: Captain America, Nomad, D-Man, Falcon
Usual base of operations: Unrevealed
Former bases of operations: Serpent Citadel, upstate New York
Current group membership: None
Former group membership: Serpent Squad IV, Serpent Society
Extent of education: College graduate, degree in business administration

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 140 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Wears beard beneath mask

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Normal
Stamina: Athlete
Durability: Athlete
Agility: Normal
Reflexes: Normal
Fighting skills: Moderate experience in streetfighting techniques
Special skills and abilities: Unrevealed
Superhuman physical powers: None

Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

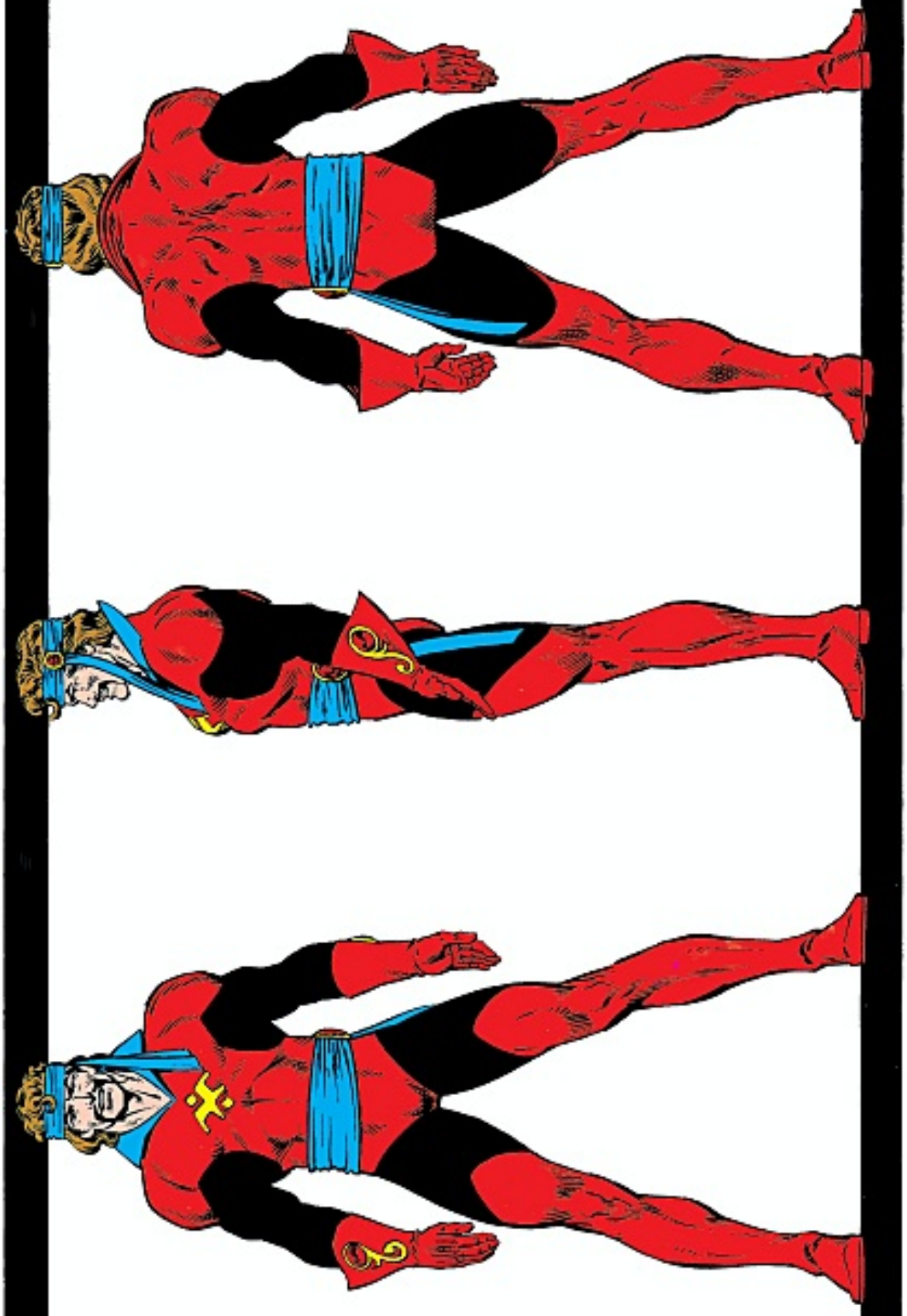
PARAPHERNALIA

Costume specifications: Light body armor made of micro-mesh chainmail covered with reinforced synthetic chainmail tunic
Personal weaponry: Finger-shooters which project electrical discharges ("poison-blasts"); spring-loaded, telescoping, rapid-retracting, wrist-mounted, titanium steel alloy grappling hook ("shooting fang"), with 30 foot cable line; exploding magnesium flare-bombs stored in his snake-head helmet compartment ("copper-bursts"); micro-suction cups in gloves and boots, enabling adhesion to walls and ceilings.
Special weaponry: Unrevealed
Other accessories: Spare poison-blast cartridges in belt
Transportation: (former) Serpent Saucer
Design and manufacture of paraphernalia: Technicians hired by the Viper

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #337
Origin issue: Copperhead's origin is as yet unrevealed.
Significant issues: CAPTAIN AMERICA #337 (alongside Serpent Squad IV, attempted to rob Las Vegas casino, battled Captain America, Falcon, Nomad, and D-Man); CAPTAIN AMERICA #338 (freed from jail by Sidewinder); CAPTAIN AMERICA #341-342 (inducted into Serpent Society as double agent of the Viper, betrayed Sidewinder); CAPTAIN AMERICA #343-344 (assigned by Viper to poison Washington D.C. water supply, alongside Cobra and Boomslang, battled Captain America and Diamondback)
Note: Copperhead III is not to be confused with Lawrence Chesney, Copperhead I (DAREDEVIL #124-125), or Arthur Reynolds, Copperhead II (HUMAN FLY #8-9)

CORSAIR™



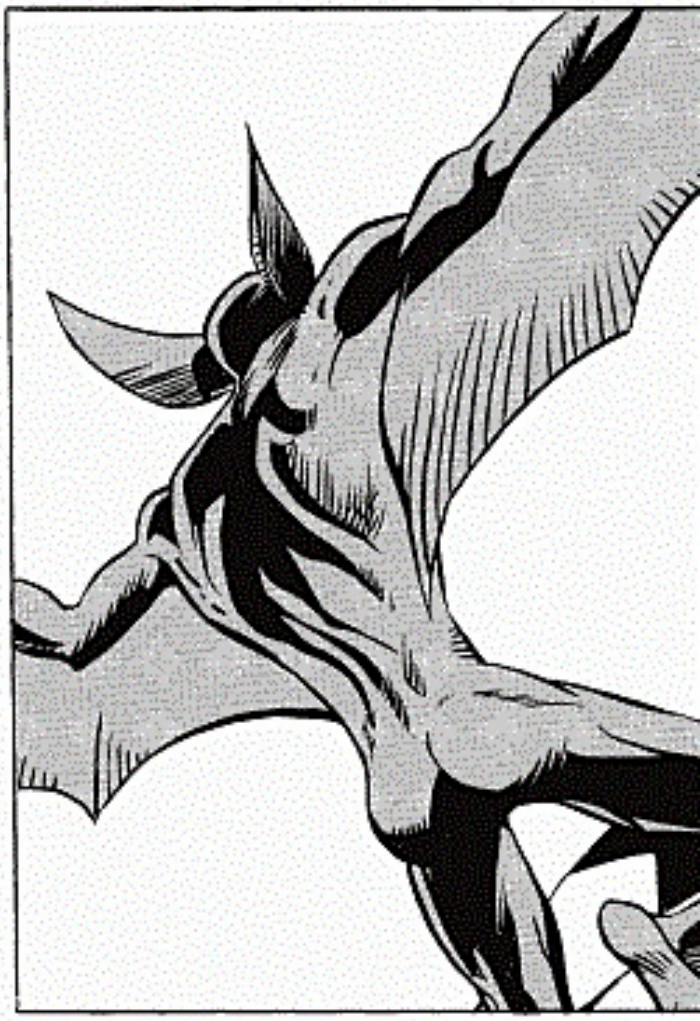
CORSAIR

BIOGRAPHICAL DATA

Real name: Christopher Summers
Other current aliases: None
Former aliases: None
Dual identity: None; on Earth Corsair is believed to be dead.
Current occupation: Space pirate
Former occupation: U.S. Air Force test pilot
Citizenship: United States of America, Shi'ar Empire
Legal status: Legally dead on Earth; wanted for various crimes by the Shi'ar Empire
Place of birth: Unrevealed
Marital status: Widower
Known relatives: Philip Summers (father); Deborah Summers (mother); Katherine Anne Summers (wife, deceased); Scott Summers (alias Cyclops, son); Alexander Summers (alias Havok, son); Madelyne Pryor-Summers (daughter-in-law, deceased), Nathan Christopher Summers (grandson)
Known confidants: Raza, Hepzibah, Binary, Cr'eee, Lilandra, Ch'od, Professor Xavier
Known allies: None
Major enemies: The Shi'ar Empire, D'Ken, Deathbird, the Brood.
Usual base of operations: Mobile, aboard the starship Starjammer, usually within the Shi'ar Galaxy
Former bases of operations: Earth
Current group membership: The Starjammers
Former group membership: United States Air Force
Extent of education: Air Force Academy

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 175 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None



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POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic hand-to-hand combat; fencing; Shi'ar fighting techniques
Special skills and abilities: Extensive knowledge of both terrestrial and Shi'ar weapons; able to pilot both terrestrial and Shi'ar aircraft and spacecraft; exceptional fencing skills, piloting skills
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

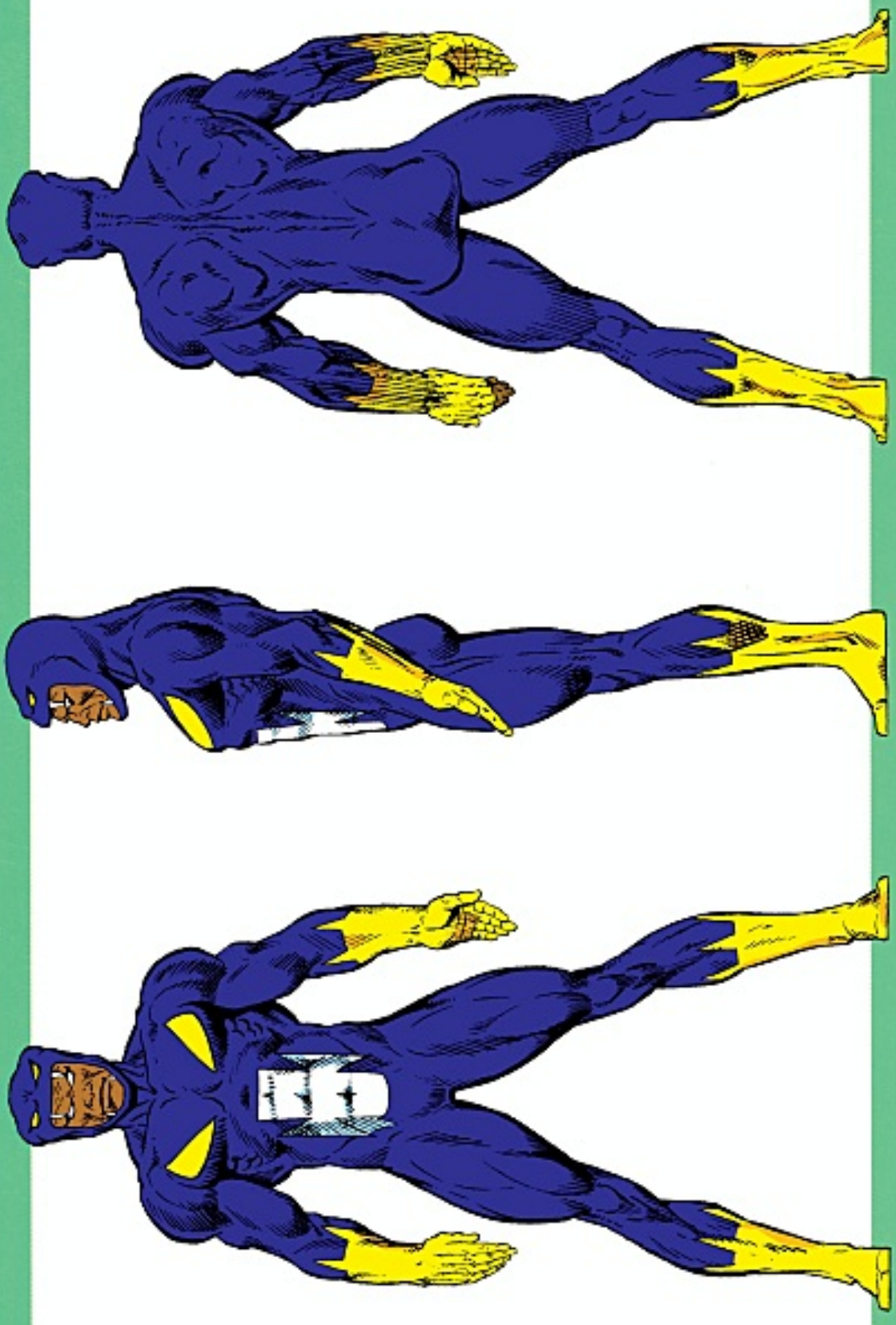
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Saber-like Shi'ar blade
Special weaponry: Various Shi'ar weapons as needed which he carries in an extra-dimensional pocket
Other accessories: Unrevealed
Transportation: The starship Starjammer
Design and manufacture of paraphernalia: Unidentified technicians of the Shi'ar Empire

BIBLIOGRAPHY

First appearance: X-MEN #107
Origin issue: X-MEN #156
Significant issues: X-MEN #107 (first encountered X-Men, including son Scott); X-MEN #154 (aided X-Men against the Sidri; admitted to Cyclops that he was his father); X-MEN #161-166 (aided X-Men against the Brood; battled Deathbird); X-MEN #200-201 (rescued Charles Xavier from Fenris; took Xavier to outer space); X-MEN SPOTLIGHT ON THE STARJAMMERS #1 (embarked on Phalkon Quest)

COTTONMOUTH™



COTTONMOUTH II

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: Known to the American legal authorities
Current occupation: Professional criminal
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: Criminal record in the U.S.
Place of birth: Mobile, Alabama
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Serpent Society
Major enemies: Captain America, the Falcon, Nomad II, Demolition-Man, the X-Men
Usual base of operations: Serpent Society headquarters, the Bronx, New York
Former bases of operations: Serpent Citadel, upstate New York
Current group membership: Serpent Society
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 200 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Teeth (including abnormally large canines) replaced by steel, jaw and neck bionically enhanced and specially hinged to enable mouth to open larger than the size of a human head; wears special contact lenses which make him appear to have no visible irises

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete, (jaw muscles) Superhuman Class 10
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Above average hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: Enhanced jaw and neck muscles and steel teeth enabling him to bite with sufficient force to crush cinderblock or deform metals softer than iron, to hang from a rope by his teeth for up to an hour, and to open his mouth larger than the size of a human head
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Bionic reconstruction

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Serpent-Saucer
Design and manufacture of paraphernalia: (bionics) Unrevealed, (saucer) Advanced Idea Mechanics

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #310
Origin issue: Cottonmouth's origin is as yet unrevealed.
Significant issues: CAPTAIN AMERICA #310-311 (joined Serpent Society; alongside Asp II, offered the Serpent Society's services to the Kingpin); CAPTAIN AMERICA #312-313 (with other Serpent Society members, hired by AIM to hunt down Modok; battled Captain America); CAPTAIN AMERICA #315 (with Serpent Society, battled Captain America and Porcupine; alongside Death Adder and Rattler, freed from jail by Sidewinder); CAPTAIN AMERICA #319 (alongside Rattler, confronted the Kingpin's men over Death Adder's murder); CAPTAIN AMERICA #341-342 (sided with Viper II's takeover of Serpent Society; battled the Captain); UNCANNY X-MEN ANNUAL #13 (participated in Serpent Society mission to recover mystic objects for Ghaur and Llyra, battled Psylocke and Storm); CAPTAIN AMERICA #380-382 (voted against Diamondback II during Serpent Society's trial of her; alongside the Serpent Society, battled Captain America, Paladin, and Diamondback)
Note: Cottonmouth II is not to be confused with Cottonmouth I, a criminal who once fought Luke Cage

COUNT NEFARIA™

COUNT NEFARIA

BIOGRAPHICAL DATA

Real name: Count Luchino Nefaria
Aliases at time of death: None
Former aliases: The Dream Maker, the Dream Master
Dual identity: None
Occupation at time of death: Professional criminal
Former occupation: Nobleman, criminal financier, head of the Nefaria "family" of the Maggia, unofficial leader of the Maggia
Citizenship: Italy
Legal status: Criminal record in the U.S.
Place of birth: Rome, Italy
Place of death: New York City
Cause of death: Life-support system severed and body crushed by Jupiter Landing Vehicle in battle between Iron Man I and Madame Masque I
Marital status: Widowed
Known relatives: Renata (wife, deceased), Countess Giulietta Nefaria (Whitney Frost, Big M, Madame Masque I, daughter, presumed deceased)
Known confidants: None
Known allies: (former) The Maggia, Morgan Stark, Plantman I, Unicorn, Eel I (deceased), Scarecrow I (deceased), Porcupine (deceased), the original Ani-Men (deceased), Lethal Legion II, Prof. Kenneth Sturdy (deceased), Madame Masque I (presumed deceased)
Major enemies: The Avengers, Iron Man I, the X-Men
Base of operations at time of death: Avengers Mansion (on life-support system)
Former bases of operations: His ancestral castle in Italy, later reconstructed atop the New Jersey Palisades; various hidden bases throughout the United States and Europe
Group membership at time of death: Employer of the original Ani-Men
Former group membership: Leader of the Nefaria "family" of the Maggia; unofficial leader of the Maggia; employer of the original Ani-Men; employer of the Lethal Legion II
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 230 lbs, (at time of death) 140 lbs.
Eyes: Blue
Hair: Black, (at time of death) Bald
Other distinguishing features: Before gaining superhuman power, Nefaria wore a monocle over his right eye. By the time of his death, all of Nefaria's hair, including his facial hair, had fallen out.

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal, (augmented) Superhuman Class 100
Speed: Normal, (augmented) Orbital

velocity
Stamina: Normal, (augmented) Superhuman
Durability: Normal, (augmented) Metahuman
Agility: Normal, (augmented) Enhanced human
Reflexes: Normal, (augmented) Enhanced human
Fighting skills: Skilled fencer
Special skills and abilities: Master strategist and organizer
Superhuman physical powers: Aside from the above listed attributes, Count Nefaria had the ability to project laser beams from his eyes
Superhuman mental powers: None
Special limitations: The process by which Professor Sturdy gave Nefaria his superhuman powers caused him to age at a greater rate than normal. At the time of his death, Nefaria had become a feeble old man who required special life support systems to keep him alive.
Source of superhuman powers: A biogenetic process invented by Prof. Kenneth Sturdy that siphoned off the superhuman abilities of the Whirlwind, Living Laser, and Power Man I, and multiplied them a hundredfold.

PARAPHERNALIA

Costume specifications: Normal fabric, (costume) Synthetic stretch fabric
Personal weaponry: None
Special weaponry: A visio-projector (a device able to produce and broadcast realistic visual and aural illusions) and a miniaturized version of same; advanced force filed technology
Other accessories: A "nightmare machine" by means of which he could project realistic illusions into his victims' minds as they slept
Transportation: A specially designed personal airship equipped with a portable teleportation device; additional teleportation devices; when he was augmented, he could leap great distances under his own power.
Design and manufacture of paraphernalia: Unnamed scientists employed by the Maggia

BIBLIOGRAPHY

First appearance: AVENGERS #13
Origin issue: Count Nefaria's origin is as yet unrevealed
Significant issues: AVENGERS #13 (as leader of the Maggia, plotted to destroy the Avengers); TALES OF SUSPENSE #67 (as the Dream-Maker attempted to destroy Iron Man I through his dreams); AVENGERS #164-166 (employed Power Man I, Whirlwind, and Living Laser; gained superhuman powers, battled Avengers, captured); IRON MAN #115-116 (accidentally killed in battle between Iron Man I and Madame Masque I)

COUNTERWEIGHT™

COUNTERWEIGHT

BIOGRAPHICAL DATA

Real name: Katherine "Katie" Power
Other current aliases: None
Former aliases: Energizer
Dual identity: Secret
Current occupation: Student
Former occupation: Toddler
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Richmond, Virginia
Marital status: Single
Known relatives: James Power (father); Margaret Power (mother); Alex Power, Jack Power (brothers); Julie Power (sister); Roy Craig (grandfather)
Known confidants: Alex Power, Jack Power, Julie Power, Franklin Richards, Smartship Friday
Major enemies: The Snark Empire, the Boogeyman
Usual base of operations: New York, New York
Former bases of operations: Richmond, Virginia
Current group membership: Power Pack
Former group membership: None
Extent of education: Kindergarten

PHYSICAL DESCRIPTION

Height: 3' 7"
Weight: 41 lbs.
Eyes: Blue
Hair: Strawberry blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Superhuman
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: None
Superhuman physical powers: The power to increase or decrease the effect of the force of gravity on either herself or other persons or objects; those other persons or objects she affects by this power must be in physical contact with her to be affected by this power. The limit of the amount of mass she can affect at any one time is unknown, but it is in excess of five tons. As Counterweight is still a youngster, her powers, and control over those powers, are still developing, and the full extent of them remains unknown.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Infusion of alien (Kymelian) bio-energy

PARAPHERNALIA

Costume specifications: Unstable molecules; transformation back and forth into conventional attire via voice-activated device which responds to commands of "Costume on" or "Costume off"; when not

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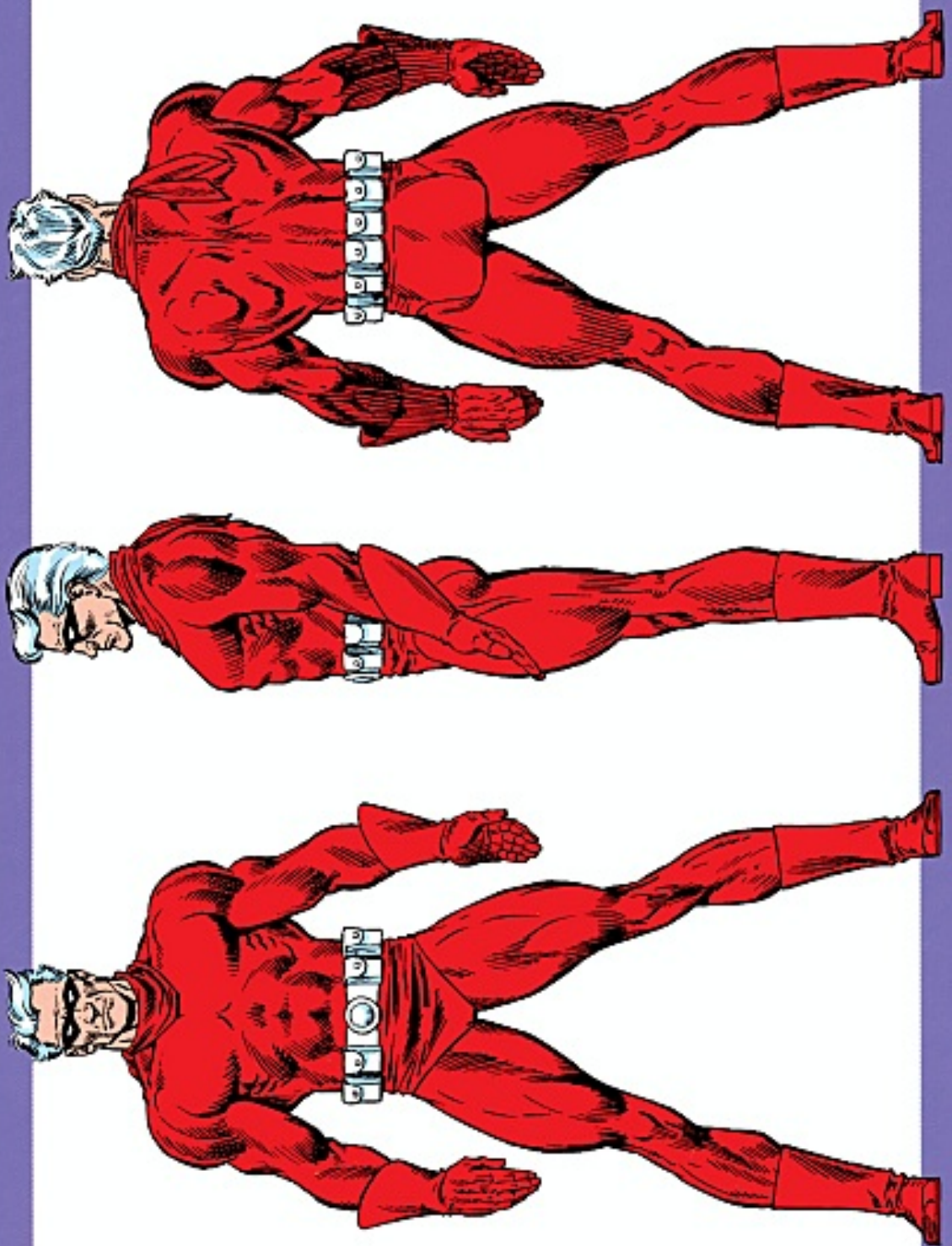
in use, costumes are stored and cleaned in the infra-spatial dimension referred to as "Elsewhere."
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: The Smartship Friday
Design and manufacture of paraphernalia: The Smartship Friday

BIBLIOGRAPHY

First appearance: POWER PACK #1
Origin issue: POWER PACK #1
Significant issues: POWER PACK #1 (gained superhuman powers, became "Energizer"); POWER PACK #6 (moved to New York City; encountered Spider-Man); POWER PACK #7 (encountered Cloak and Dagger); POWER PACK #12 (encountered Shadowcat and Nightcrawler); POWER PACK #14 (first battled Boogeyman); POWER PACK #15 (aided Beta Ray Thor against Kurse); POWER PACK #20 (encountered New Mutants); POWER PACK #25 (powers altered, became "Starstreak"); POWER PACK #46 (encountered Punisher and Dakota North); POWER PACK #52 (powers altered again, became "Counterweight"); POWER PACK #57 (parents discovered identities of Power Pack); POWER PACK #58 (encountered Galactus and Nova); POWER PACK #61 (apartment destroyed; Power family moves to Four Freedoms Plaza)

CRIMSON COMMANDO™



CRIMSON COMMANDO

BIOGRAPHICAL DATA

Real name: Frank Bohannan
Other current aliases: None
Former aliases: None known
Dual identity: Known to the United States government
Current occupation: Unrevealed
Former occupation: Operative for the U.S. government, vigilante
Citizenship: United States of America
Legal status: Criminal record, pardoned by the U.S. government
Place of birth: Somewhere in Massachusetts
Marital status: Unrevealed
Known relatives: None
Known confidants: Stonewall, Super Sabre (both deceased)
Known allies: Freedom Force, (former) Stonewall, Super Sabre
Major enemies: X-Men, New Mutants, X-Factor I, Cable, Aminedi, Desert Sword
Usual base of operations: Unrevealed
Former bases of operations: Massachusetts; later Adirondack State Park, New York State; later Washington, D.C.
Current group membership: None
Former group membership: Partner of Stonewall and Super Sabre, deputy leader of Freedom Force
Extent of education: Unrevealed, probably college

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 235 lbs
Eyes: Unrevealed
Hair: White
Other distinguishing features: Right hand has been severed from body, face has been severely scarred

POWERS AND ABILITIES

Intelligence: Normal
Strength: Peak human
Speed: Peak human
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Extraordinary hand-to-hand combatant and commando fighter
Special skills and abilities: Highly skilled hunter and tracker
Superhuman physical powers: Ability to achieve virtually the peak of physical perfection (although beneath superhuman levels). Apparently ages at a much slower rate than normal human beings.
Superhuman mental powers: Can carry out actions while submerging his conscious thought processes so deeply within his mind that they cannot be detected by telepaths, at least not without great effort by them.
Special limitations: Right hand missing

Source of superhuman powers: Genetic mutation

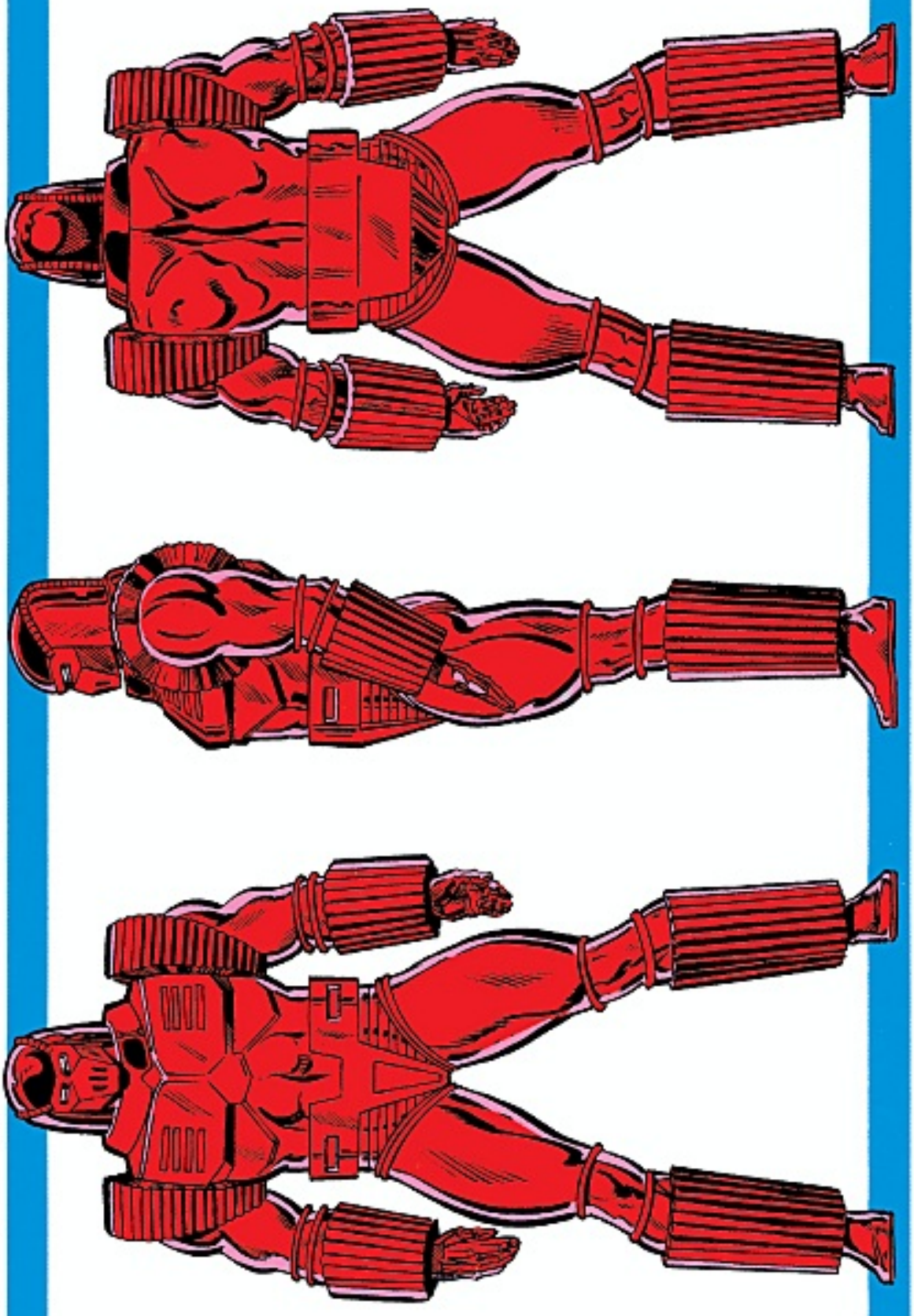
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric and other conventional fabrics
Personal weaponry: Knives, daggers and conventional handguns
Special weaponry: None
Other accessories: Computer and modem device worn on wrist
Transportation: Federal government vehicles
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #215
Origin issue: Crimson Commando's origin is as yet unrevealed.
Significant issues: UNCANNY X-MEN #215-216 (together with Stonewall and Super Sabre, captured Storm and drug dealer Patricia Morrison, set out to hunt both to their deaths; killed Morrison, forced by Storm to surrender to legal authorities); UNCANNY X-MEN #223 (joined Freedom Force); UNCANNY X-MEN #225-227 (with Freedom Force, fought X-Men in Dallas; battled cavemen transported to Dallas by timewaves created by Adversary; watched telecast of X-Men's temporary deaths in order to defeat Adversary, witnessed return of Forge to Dallas); NEW MUTANTS #65 (with Freedom Force contended against New Mutants in Dallas); X-FACTOR #30-31 (alongside Freedom Force attempted to capture Cyclops and Marvel Girl; defeated by them); NEW MUTANTS #78 (with Freedom Force, was thwarted by New Mutants in effort to capture Rusty Collins); NEW MUTANTS #88-89 (with Freedom Force, pursued Cable, who escaped federal custody); NEW MUTANTS ANNUAL #7 (sent with Freedom Force, to Kuwait City to rescue or kill physicist Reinhold Kurtzmann, witnessed death of Super Sabre, right hand severed by "cutting wind" of Aminedi of Desert Storm); UNCANNY X-MEN ANNUAL #15 (mortally wounded by Desert Shield); X-FACTOR ANNUAL #6 (evacuated from Kuwait for hospitalization)

CRIMSON DYNAMO™



CRIMSON DYNAMO

BIOGRAPHICAL DATA

Real name: (I) Anton Vanko, (II) Boris Turgenov, (III) Alex Nevsky, (IV) Yuri Petrovich; (V) Dimitri Bukharin; (VI) Colonel-General Valentin Shatalov
Other current aliases: (all) Krasni Denamit (code name in Russian)
Former aliases : (III) Alex Niven (IV) the Outcast; (I,II,V,VI) None
Dual identity: (VI) Secret, known to Soviet government
Current occupation: (IV) Former KGB agent, now special government agent, (V) Renegade KGB agent, (VI) Colonel-General in the Soviet Army, KGB
Former occupation: (I, III) Scientist, (II, IV, V) Unrevealed, (VI) None
Citizenship: (I) U.S.S.R., defected to U.S., (II, IV, V, VI) U.S.S.R, (III) U.S.S.R., defected to Vietnam
Legal status: (I, II, III) No criminal record, (IV) convicted by Soviet government, sent to Siberian labor camp, (V) Unknown, (VI) No known criminal record
Place of birth: (I, II, III, IV, VI) Unrevealed, (V) Moscow, Russia, U.S.S.R.
Marital status: (I, II, III, IV, V) Unrevealed, (VI) Single
Known relatives: (I, II, III, V, VI) None, (IV) Ivan Petrovich (father)
Known confidants: (I) Iron Man, Alex Nevsky (II, IV, V) None, (III) Prof. Anton Vanko, (VI) Lt. Colonel Yelena Brement
Known allies: (I) Iron Man, (II) Black Widow, (III) Radioactive Man, Slasher II, Titanium Man I, (IV) Titanium Man I, Darkstar, Griffin, (V) (former) The Soviet Super-Soldiers, People's Protectorate, (VI) Devastator II
Major enemies: (I) Iron Man, later Crimson Dynamo (II, III, VI) Iron Man, (IV) Black Widow, Champions of Los Angeles, (V) Soviet Super-Soldiers, X-Factor
Usual base of operations: (I) Stark Industries plant, Long Island, New York, (II, IV, V) KGB headquarters, Moscow (III) Saigon, Vietnam, (VI) military complex in Khimky, U.S.S.R.
Former bases of operations: (I) U.S.S.R., (II, IV) None, (III) Moscow, later Cordco Industries, New York State (V) Dr. Heinrich's laboratory complex Siberia, (VI) None known
Current group membership: (V) The People's Protectorate (VI) Remont 4
Former group membership: (III)Titanic Three (V) Soviet Super-Soldiers
Extent of education: (I) Ph. D in sciences, (II, III, IV, V, VI) Unrevealed

PHYSICAL DESCRIPTION

Height: (VI) (without armor) 6' 2", (with armor) 7'
Weight: (VI) (without armor) 210 lbs., (with armor) 640 lbs.
Eyes: (VI) Brown
Hair: (VI) Brown
Other distinguishing features: (VI) None

POWERS AND ABILITIES

Intelligence: (VI) Normal
Strength: (VI) (without armor) Athlete, (with armor) Superhuman Class 75
Speed: (without armor) Athlete
Flight speed: (VI) (with armor) Natural winged flight
Stamina: (VI) (without armor) Athlete
Durability: (VI) (without armor) Athlete
Agility: (VI) (without armor) Athlete
Reflexes: (VI) (without armor) Athlete
Fighting skills: (VI) KGB hand-to-hand combat training
Special skills: (VI) Unrevealed
Superhuman physical powers: (VI) None
Superhuman mental powers: (VI) None
Special limitations: (VI) None
Source of superhuman powers: (VI) None

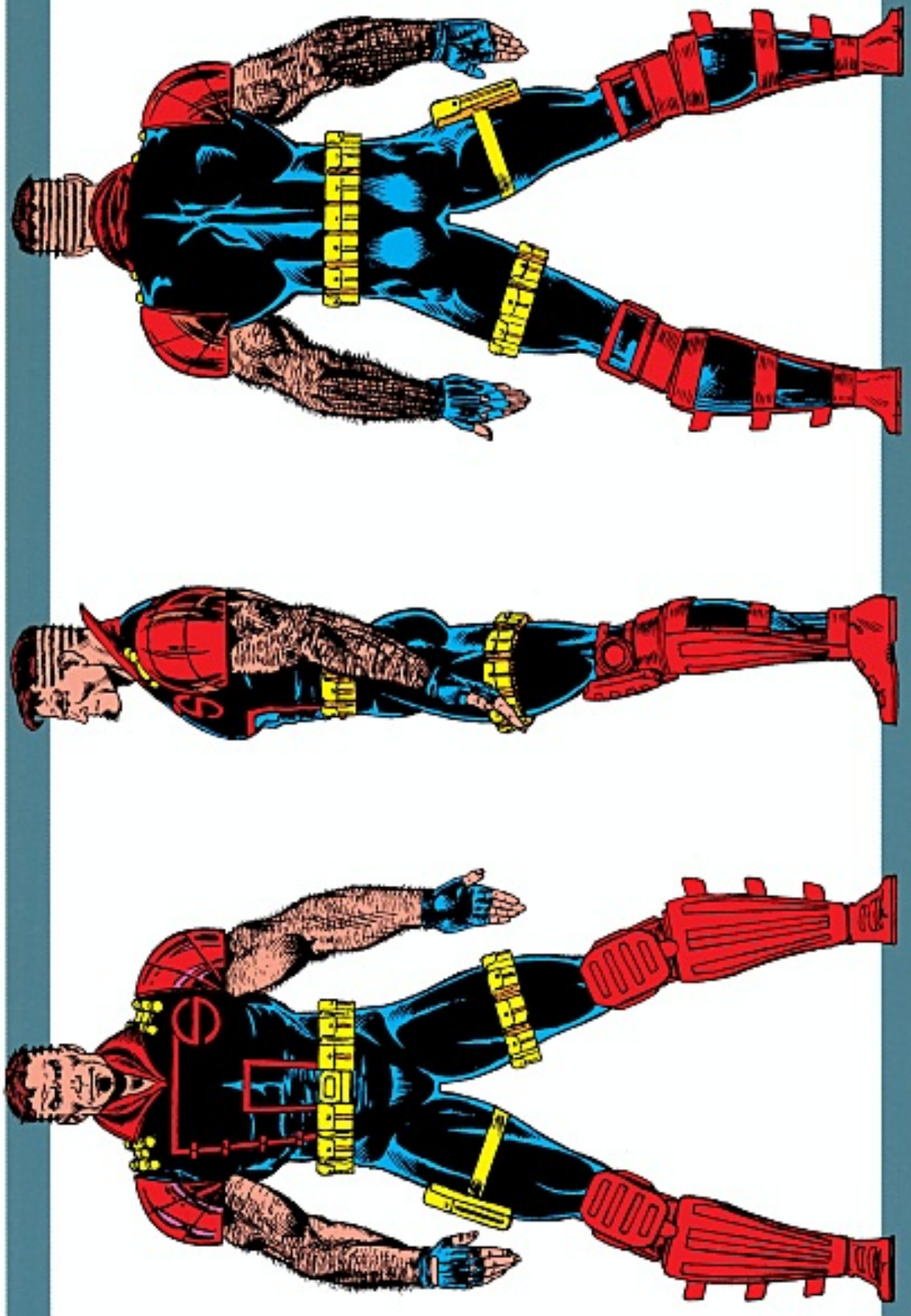
PARAPHERNALIA

Costume specifications: Armored battlesuit whose outer layer is composed of a carborundum matrix alloy. Battlesuit serves as exoskeleton greatly amplifying the user's strength. Hand-blasters can fire high-fre-quency electrical bolts of up to one million volts. Small missiles, contained in back shoulder area of battlesuit, can be fired at adversaries. Battlesuit contains computers and radio transmitter and receiver.
Personal weaponry: See above
Special weaponry: None
Other accessories: None
Transportation: Flight, via boot jets
Design and manufacture of paraphernalia: The Gremlin

BIBLIOGRAPHY

First appearance: (I) TALES OF SUSPENSE #46; (II) TALES OF SUSPENSE #52; (III) (as Alex Niven) IRON MAN #15; (as Crimson Dynamo) IRON MAN #21; (IV) CHAMPIONS #8; (V) IRON MAN #109; (VI) IRON MAN #255
Origin issue: (I) TALES OF SUSPENSE #46; (II) TALES OF SUSPENSE #52; (III; IV; V; VI) Origins yet unrevealed
Significant issues: TALES OF SUSPENSE #46 (Prof. Anton Vanko became CD I; battled Iron Man); TALES OF SUSPENSE #52 (Turgenev stole CD armor from Vanko; Vanko died killing Turgenev); IRON MAN #21 (Nevsky's first appear-ance as CD III); IRON MAN #22 (CD III, and Titanium Man I battled Iron Man); AVENGERS #130 (first appearance of Titanic Three); CHAMPIONS #8-10 (Petrovich, as CD IV, attempted to capture father Ivan; and the Black Widow); IRON MAN #109-111 (CD V and Soviet Super-Soldiers battled Iron Man on Moon); INCREDIBLE HULK #259 (Super-Soldiers discover CD V is KGB agent, expelled); X-FACTOR ANNUAL #1 (CD V first appeared in gigantic battlesuit; battled X-Factor); X-MEN VS. AVENGERS #2 (CD V battled Avengers); X-MEN VS. AVENGERS #3 (CD V wrecked freighter in search for Magneto); CAPTAIN AMERICA #352-353 (CD V first appeared as member of Supreme Soviets);

CRIPPLER™



CRIPPLER

BIOGRAPHICAL DATA

Real name: Carl Striklan
Other current aliases: None
Former aliases: None known
Dual identity: Known to the authorities
Current occupation: Mercenary member of Silver Sable's Wild Pack II
Former occupation: U.S. Marine (dishonorably discharged); New York police officer (dismissed for excessive brutality); agent of HYDRA, Elite Bounty Division
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Silver Sable, Wild Pack II, Sandman, Battle Star, Deathlok III, Paladin, the Next Wave, Stingray, Siege, (former) Baron Strucker, HYDRA, Takimoto (deceased), Dakini (deceased)
Major enemies: Daredevil, Nick Fury, SHIELD II, Darius, Richard Furman, Baron Strucker, HYDRA, the Wild Boys, Gattling, the Watchdogs, the Cyberwarriors, the Genesis Coalition, (former) Sathan (deceased), Venom
Usual base of operations: Symkarian embassy, New York City; Symkaria
Former bases of operations: Various HYDRA bases; mobile in New York area
Current group membership: Wild Pack II
Former group membership: HYDRA, Elite Bounty Division
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 125 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Pointed-ears

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extraordinary streetfighter; received further training in armed and unarmed combat from U.S. Marines, NYPD, HYDRA, Silver Sable
Special skills and abilities: Expert marksman; expert with knives, whips, staves, and most other hand weapons
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Crippler has a deranged addiction to physical violence and enjoys both inflicting and experiencing physical pain.
Source of superhuman powers: Inapplicable

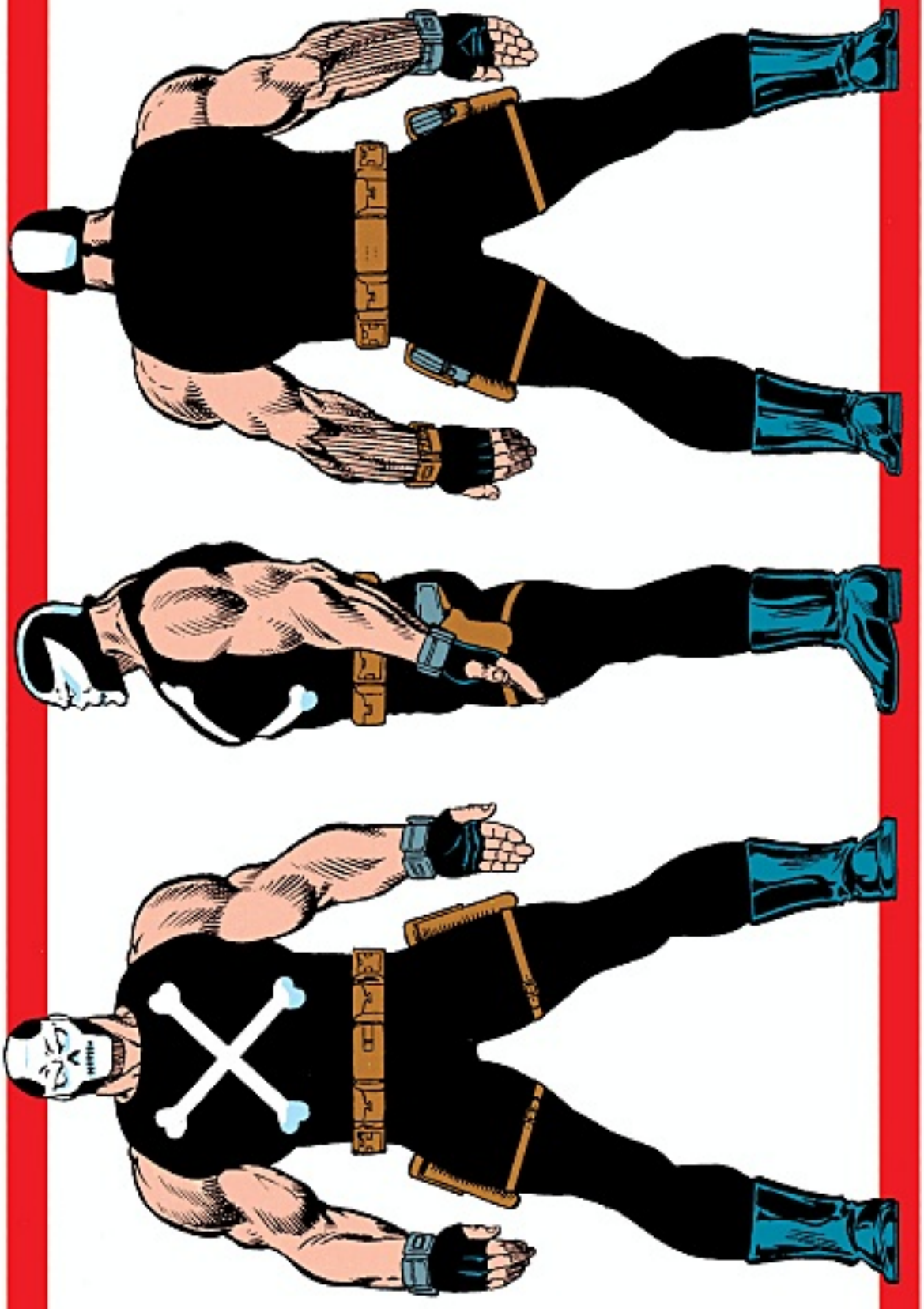
PARAPHERNALIA

Costume specifications: Kevlar-lined synthetic stretch fabric
Personal weaponry: Cobraton (sectioned telescoping steel baton), various knives and hand guns as needed
Special weaponry: Various rifles, flamethrowers
Other accessories: Various, as needed
Transportation: Motorcycle; vehicles supplied by Silver Sable
Design and manufacture of paraphernalia: Commercial Manufacturers, (uniform) Silver Sable International, (baton) unnamed HYDRA technicians

BIBLIOGRAPHY

First appearance: DAREDEVIL ANNUAL #7
Origin issue: DAREDEVIL ANNUAL #7
Significant issues: DAREDEVIL ANNUAL #7 (sent Baron Strucker to retrieve Sathan; battled Daredevil, Darius, and Sathan; quit HYDRA; became vigilante); DAREDEVIL ANNUAL #8 (battled Wild Boys); SILVER SABLE & THE WILD PACK #2-3 (with Wild Pack II, battled Gattling and the Watchdogs); SILVER SABLE & THE WILD PACK #4-5 (alongside Wild Pack II, sent to rescue Silver Sable; battled Sandman and Dr. Doom doppelgangers); SILVER SABLE & THE WILD PACK #6-7 (alongside Wild Pack II, first met Deathlok III); DEATHLOK #18-19 (alongside Wild Pack II, helped search for Deathlok III's human body, battled Cyberwarriors); FANTASTIC FOUR #372-373 (with Wild Pack II, hired by J. Jonah Jameson to capture Human Torch II); AMAZING SPIDER-MAN #375 (alongside Wild Pack II, battled Venom); SILVER SABLE & THE WILD PACK #8 (alongside Wild Pack II, battled Genesis Coalition); SILVER SABLE & THE WILD PACK #11-12 (alongside Wild Pack II, Next Wave, Stingray, and Siege, battled Cyberwarriors and Genesis Coalition)

CROSSBONES™



CROSSBONES

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: Bingo (nickname)
Dual identity: Secret
Current occupation: Operative for the Red Skull, assassin
Former occupation: Mercenary
Citizenship: United States of America
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: Mother Night
Known allies: Red Skull, Skeleton Crew (Machinesmith, Mother Night, the Voice, Sleeper, Minister Blood)
Major enemies: Captain America
Usual base of operations: Red Skull's headquarters, Rocky Mountains
Former bases of operations: Smith Building, Washington D.C.
Current group membership: Skeleton Crew
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 290 lbs.
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Peak human
Speed: Athlete
Stamina: Peak human
Durability: Peak human
Agility: Athlete
Reflexes: Peak human
Fighting skills: Extensive experience at streetfighting techniques, various forms of hand-to-hand combat and martial arts
Special skills and abilities: Expert marksman and pilot
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Leather and synthetic stretch fabric
Personal weaponry: A collapsible crossbow, various throwing daggers, spring-loaded stiletto blades in his gauntlets
Special weaponry: Various as needed
Other accessories: A communication device in one of his gauntlets
Transportation: Various; usually the Red Skull's private jet or helicopter
Design and manufacture of paraphernalia: (weaponry) Unrevealed, (vehicles) Advanced Idea Mechanics

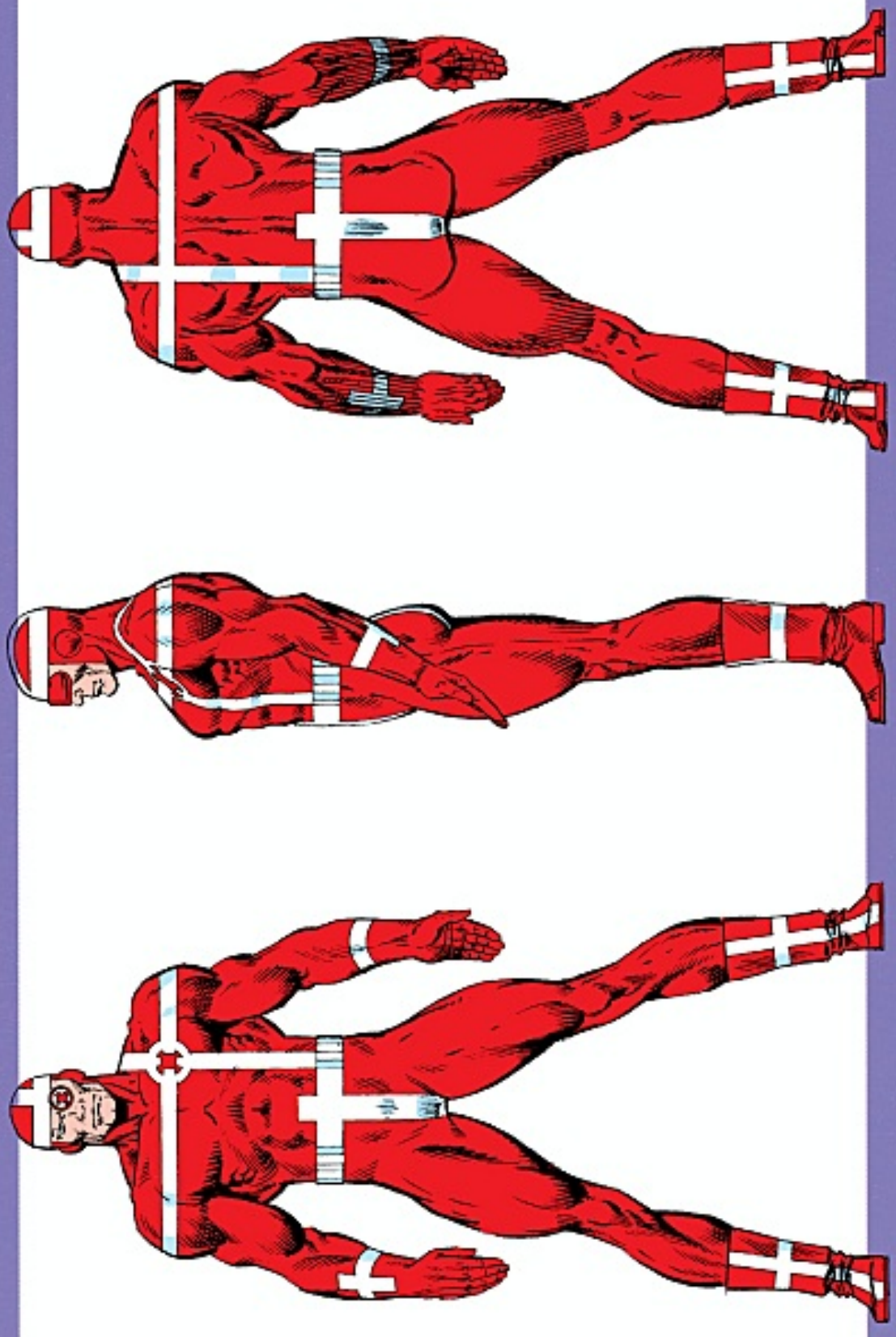
BIBLIOGRAPHY

First appearance: (in shadows) CAPTAIN AMERICA #359, (fully) CAPTAIN AMERICA #360

Origin issue: Crossbones' origin is as yet unrevealed.

Significant issues: CAPTAIN AMERICA #359-360 (sent by the Red Skull to observe Baron Zemo's progress acquiring the Bloodstone fragments); CAPTAIN AMERICA #361-362 (stole aboard Captain America's Flagship, entered Zemo's ship to steal Bloodstone fragments, overpowered Diamondback, shot a crossbow bolt that coupled with Captain America's shield, shattered the Bloodstone fragments and discorporated the Hellfire Helix); CAPTAIN AMERICA #363-364 (took Diamondback to Madripoor, held her hostage, challenged Captain America to retrieve her, battled him, ordered to desist by the Red Skull); CAPTAIN AMERICA #365 (under orders of the Red Skull, retrieved the Controller after his breakout from the Vault); CAPTAIN AMERICA #368 (with Machinesmith investigated the disappearance of the Red Skull); CAPTAIN AMERICA #369 (assembled Skeleton Crew to search for Red Skull, battled the Black Queen and Hellfire Club mercenaries); CAPTAIN AMERICA #370 (enlisted aid of psychic Tristram Micawber to locate the Skull, took the Skull to Skullhouse for convalescence); QUASAR #9 (attended AIM's weapons exposition); CAPTAIN AMERICA #375-376 (battled Daredevil during failed attempt to assassinate the Kingpin); CAPTAIN AMERICA #377 (battled Bullseye during Bullseye's failed attempt to assassinate the Red Skull); CAPTAIN AMERICA #378 (battled Captain America, bested in combat); CAPTAIN AMERICA #383 (how Crossbones met the Red Skull recounted); CAPTAIN AMERICA #387 (assigned by the Skull to discover who killed the Skull's spare clone bodies); CAPTAIN AMERICA #390-392 (alongside Skeleton Crew, battled Schutzheiliggruppe in attempt to rescue the Red Skull, captured); CAPTAIN AMERICA #393 (rescued from Schutzheiliggruppe's custody by Arnim Zola's ersatz Avengers); CAPTAIN AMERICA #394 (fired by the Red Skull for insubordination)

CROSSFIRE™



CROSSFIRE

BIOGRAPHICAL DATA

Real name: William Cross
Other current aliases: None known
Former aliases: None known
Dual identity: Publicly known
Current occupation: Professional subversive and criminal entrepreneur
Former occupation: Central Intelligence Agency operative of the United States
Citizenship: United States of America
Legal status: Criminal record
Place of birth: Madison Wisconsin
Marital status: Single
Known relatives: Darren (cousin)
Known confidants: None
Known allies: Death Throws (Oddball, Bombshell, Knickknack, Ringleader, Tenpin), Silencer, Bobcat, Brothers Grimm II, Bullet Biker, Mad Dog, Razor Fist II
Major enemies: Hawkeye, Mockingbird, Moon Knight, Thing, Trickshot
Usual base of operations: Mobile
Former bases of operations: CIA headquarters, Langley, Virginia
Current group membership: None
Former group membership: CIA, later headed own private army
Extent of education: Masters degree

PHYSICAL DESCRIPTION

Height: 6'
Weight: 190 lbs.
Eyes: Blue
Hair: White, formerly brown
Other distinguishing features: Left eye and ear have been replaced by prostheses

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Highly trained by CIA in unarmed combat and proficient in delivering killing blows. Expert marksman.
Special skills and abilities: Highly skilled at the various arts of espionage. Possesses sufficient technical ability to develop and modify moderately sophisticated computer technology without aid. Specialized knowledge of applied ultrasonics.
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Has 85% hearing loss in his right ear due to an explosion.
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Uniform is composed of kevlar and has special hidden compartments containing various weaponry and devices.
Personal weaponry: Conventional handguns, also various small single-shot weapons concealed within uniform

Special weaponry: "Undertaker" machine, which employs ultrasonic waves to stimulate rage in the emotion centers of his victim's brains

Other accessories: Left eye has been replaced by an infrared imaging device which affords him a semblance of sight even in total darkness. Left ear has been replaced by an audio sensor that is far more sensitive than the human ear. Thanks to his near-deafness in his right ear, he is immune to the effects of his own ultrasonic machinery as long as he adjusts his artificial ear to be unaffected by it. Compressed oxygen tank and various miniature surveillance devices concealed within uniform.

Transportation: Conventional means

Design and manufacture of paraphernalia: William Cross, Cross Technological Enterprises

BIBLIOGRAPHY

First appearance: MARVEL TWO-IN-ONE #52

Origin issue: MARVEL TWO-IN-ONE #52

Significant issues: MARVEL TWO-IN-ONE #52 (abducted Thing to test brainwashing device on him, was defeated along with his private army by Thing and Moon Knight); HAWKEYE #2-4 (hired Silencer, Oddball, and Bombshell to capture Hawkeye as bait to capture other superhuman crimefighters, was captured by Hawkeye and Mockingbird); CAPTAIN AMERICA #317 (freed from police custody by Death-Throws, who then held him for ransom); AVENGERS SPOTLIGHT #24-25 (hired numerous criminals to attempt to sever Haweye's bow arm, was defeated and captured by Hawkeye)

CRUCIBLE™

CRUCIBLE

BIOGRAPHICAL DATA

Real name: Byron Calley
Other current aliases: None
Former aliases: Burner
Dual identity: Secret; the authorities knew he was Burner
Current occupation: Terrorist, mutant rights activist
Former occupation: Professional criminal
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Secaucus, New Jersey
Marital status: Single
Known relatives: None
Known confidants: Meteorite, Paralyzer, Occult (deceased)
Known allies: (former) Slither, Mandrill, Mad Dog, agents of the Secret Empire, other Resistants (Mist Mistress, Think-Tank, et al.
Major enemies: Captain America I and VI, the Defenders
Usual base of operations: Nevada Desert
Former bases of operations: New York City area
Current group membership: The Resistants
Former group membership: Brotherhood of Evil Mutants II, Mutant Force
Extent of education: One year of college

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 175 lbs.
Eyes: Blue
Hair: White
Other distinguishing features: As Burner, he wore a moustache.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Athlete
Stamina: Athlete
Durability: Normal (except for his special immunity to fire)
Agility: Normal
Reflexes: Athlete
Fighting skills: Moderate experience at hand to hand combat
Special skills and abilities: Master chess player
Superhuman physical powers: See above
Superhuman mental powers: Crucible can psionically induce and retard combustion. He can cause something to burst on fire at a maximum distance of approximately 200 feet. He can project flames from his hands like a flamethrower. He can douse a fire at a maximum distance of approximately 200 feet. His mind automatically douses any flame that comes within one foot of him, effectively making him immune to the effects of his own power as well as any fire.
Special limitations: Unrevealed
Source of superhuman powers:

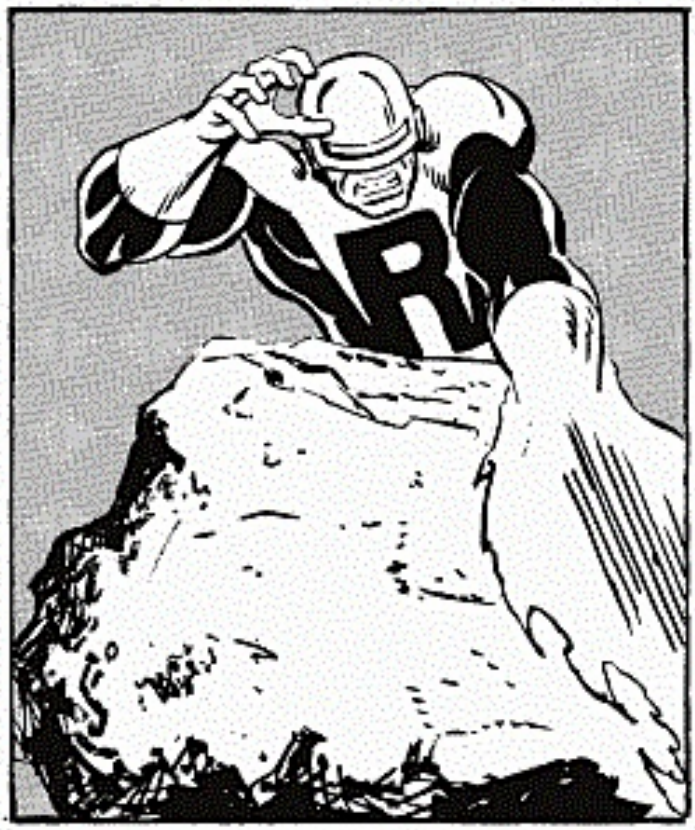
Genetic mutation

PARAPHERNALIA

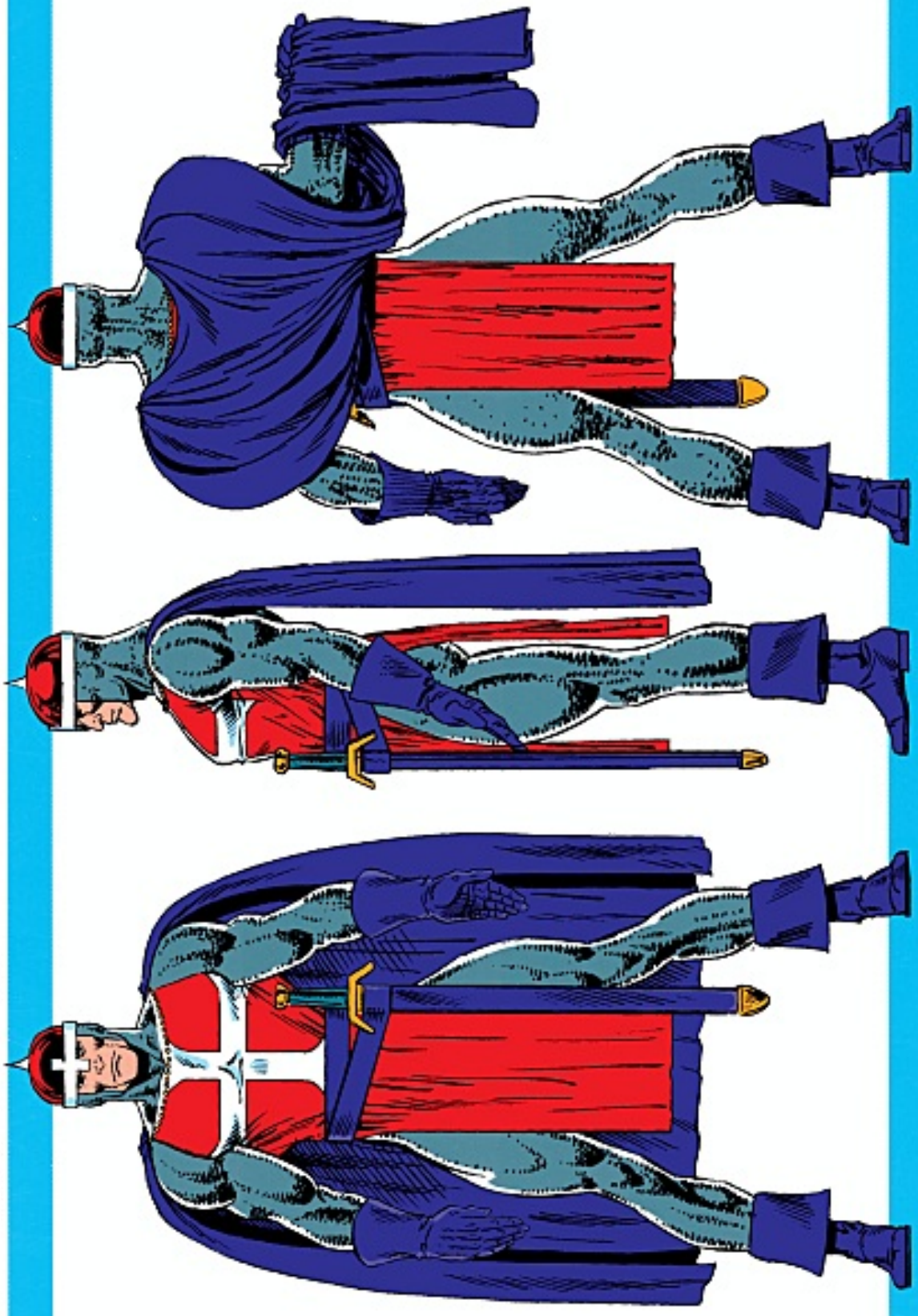
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: Crucible's helmet contains miniaturized radio equiptment enabling him to communicate with other Resistants similarly outfitted. Crucible produces flame around the trailing side of the rock to make it look more authentic.
Transportation: Crucible usually travels on a rock levitated by Meteorite.
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA ANNUAL #4
Origin issue: Crucible's origin has yet to be revealed
Significant issues: CAPTAIN AMERICA ANNUAL #4 (as Burner, recruited by Magneto into his new Brotherhood of Evil Mutants, battled Captain America) DEFENDERS #78-80 (alongside Mutant Force, employed by the Mandrill in his scheme to take over the U.S., battled Valkyrie, Wasp, Hellcat, Nighthawk II and Yellowjacket), DEFENDERS #83 (recruited into government service alongside Mutant Force, battled the Hulk), DEFENDERS #87 (testified against the Defenders before a special government tribunal), DEFENDERS #129-130 (employed by Professor Power's Secret Empire, alongside Mutant Force and Mad Dog, battled Defenders to thwart their attempt to stop the launch of a missile to instigate World War III), CAPTAIN AMERICA #343 (as Crucible, alongside Resistants, rescued mutant Quill from Captain America VI and Bucky V's custody), CAPTAIN AMERICA #346 (rescued Mentallo from Guardsmen's custody, battled Captain America VI and Bucky V, non-fatally shot by Mentallo/Think-Tank), CAPTAIN AMERICA #368 (among Resistants protesting in Washington for mutant rights, encountered Captain America I)



CRUSADER™



CRUSADER II

BIOGRAPHICAL DATA

Real name: Arthur Charles Blackwood
Other current aliases: None
Former aliases : None
Dual identity: Known to the authorities
Current occupation: Prisoner (awaiting psychiatric evaluation
Former occupation: Seminary student, crusader against paganism
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Decatur, Illinois
Marital status: Married
Known relatives: Harold Blackwood (father, deceased), Mrs. Blackwood (wife), Jennifer Blackwood (step-daughter), various unnamed ancestors dating back to the 12th Century
Known confidants: None
Known allies: (former) Mr. Polowski (Peleus, squire)
Major enemies: Thor I, Black Knight III
Usual base of operations: Washington D.C.
Former bases of operations: Chicago, Illinois
Current group membership: None
Former group membership: None
Extent of education: Masters degree, uncompleted studies toward Doctorate of Divinity

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 225 lbs.
Eyes: Blue
Hair: Light brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Master swordsman and jouster
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, none.
Superhuman mental powers: None
Special limitations: (as Blackwood) Nearsighted, wears corrective lenses; (as Crusader) His physical prowess diminishes proportionately as his faith falters, by an as yet unexplained mystical link.
Source of superhuman powers: A religious vision in which he was seemingly bequeathed the combined power of his ancestors who had served God

PARAPHERNALIA

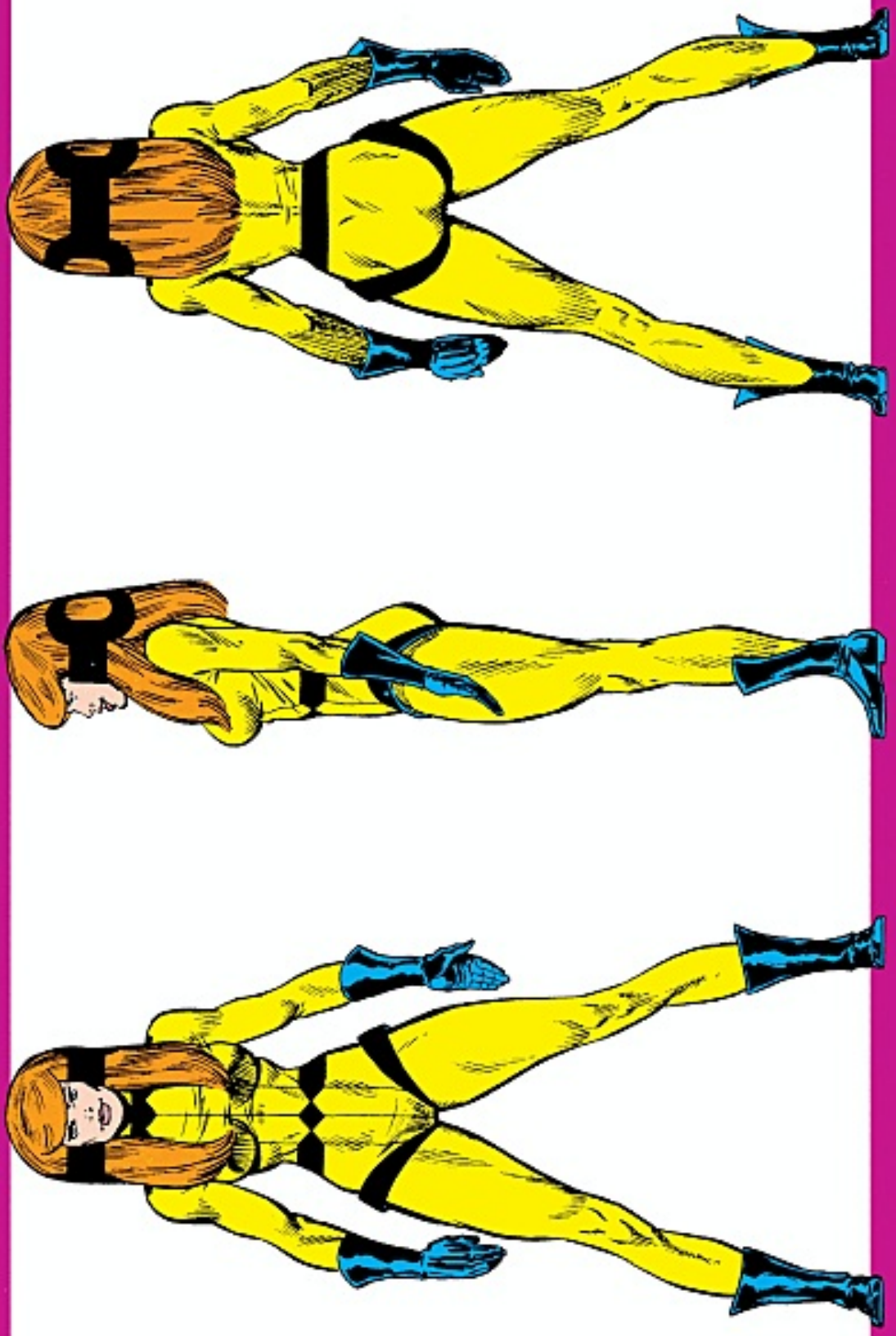
Costume specifications: Body armor of unspecified materials
Personal weaponry: A sword and shield of unspecified composition, endowed with

mystical properties, strong enough to withstand repeated blows by Thor's hammer before shattering
Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: THOR #330
Origin issue: THOR #330
Significant issues: THOR #330-331 (experienced religious vision and discovered armor and sword, battled and wounded Thor believing him to be a false god, sword destroyed by Thor, escaped); AVENGERS SPOTLIGHT #39 (reforged sword, killed two church thieves, attacked the Emir of Ghulistan, battled Black Knight III, surrendered and shattered sword and shield)
Note: Arthur Blackwood is not to be confused with Robert Grayson, the Crusader who was originally the First Marvel Boy and later became the Blue Marvel.

CRYSTAL™



CRYSTAL

BIOGRAPHICAL DATA

Real name: Crystalia Amaquelin Maximoff
Other current aliases: None
Former aliases : Ixchel
Dual identity: None; Crystal's existence is known to the general populace of Earth
Current occupation: Adventurer
Former occupation: Wife and mother
Citizenship: City of Attilan, the Blue Area, Earth's Moon
Legal status: No criminal record
Place of birth: Island of Attilan, Atlantic Ocean
Marital status: Married, now separated
Known relatives: Quelin (father), Ambur (mother), Pietro Maximoff (Quicksilver, cousin by marriage), Luna (daughter), Medusa (sister), Triton, Gorgon, Maximus, (cousins), Black Bolt (brother-in-law, cousin), Wanda Maximoff (sister-in-law)
Known confidants: Medusa, (former) Human Torch II, Invisible Woman, Norm Webster, Quicksilver
Known allies: Inhumans royal family, Fantastic Four, the Avengers
Major enemies: Maximus, Diablo, Doctor Doom, Wizard, Mole Man, Belasco, the Kree, (formerly) Seeker
Usual base of operations: City of Attilan, the Blue Area, Earth's Moon; Avengers headquarters, New York City
Former bases of operations: City of Attilan, Himalayan Mountain Range, China; Island of Attilan, Atlantic Ocean; Baxter Building and Four Freedoms Plaza, new York City
Current group membership: Royal family of the Inhumans, Avengers
Former group membership: Fantastic Four
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 110 lbs.
Eyes: Green
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, received training from Thing and Karnak
Special skills and abilities: None known
Superhuman physical powers: None
Superhuman mental powers: Ability to control the four basic "elements" of nature: fire, air , earth, and water
Special limitations: Like all Inhumans, Crystal's immune system is weaker than that of an average human. When on

Earth Crystal now takes weekly doses of a serum created by Reed Richards and Henry Pym that immunizes her against these adverse effects. Crystal can sustain a certain elemental phenomenon for approximately one hour or any number of effects for forty-five minutes before suffering mental fatigue

Source of superhuman powers: Genetically superior Inhuman physiology enhanced and mutated by Terrigen Mist

PARAPHERNALIA

Costume specifications: Unknown materials resistant to heat, cold and flame

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Teleportation (via Lockjaw), Avengers Quinjets and other vehicles

Design and manufacture of paraphernalia: Inhuman scientists (costume); Stark Enterprises (Quinjet)

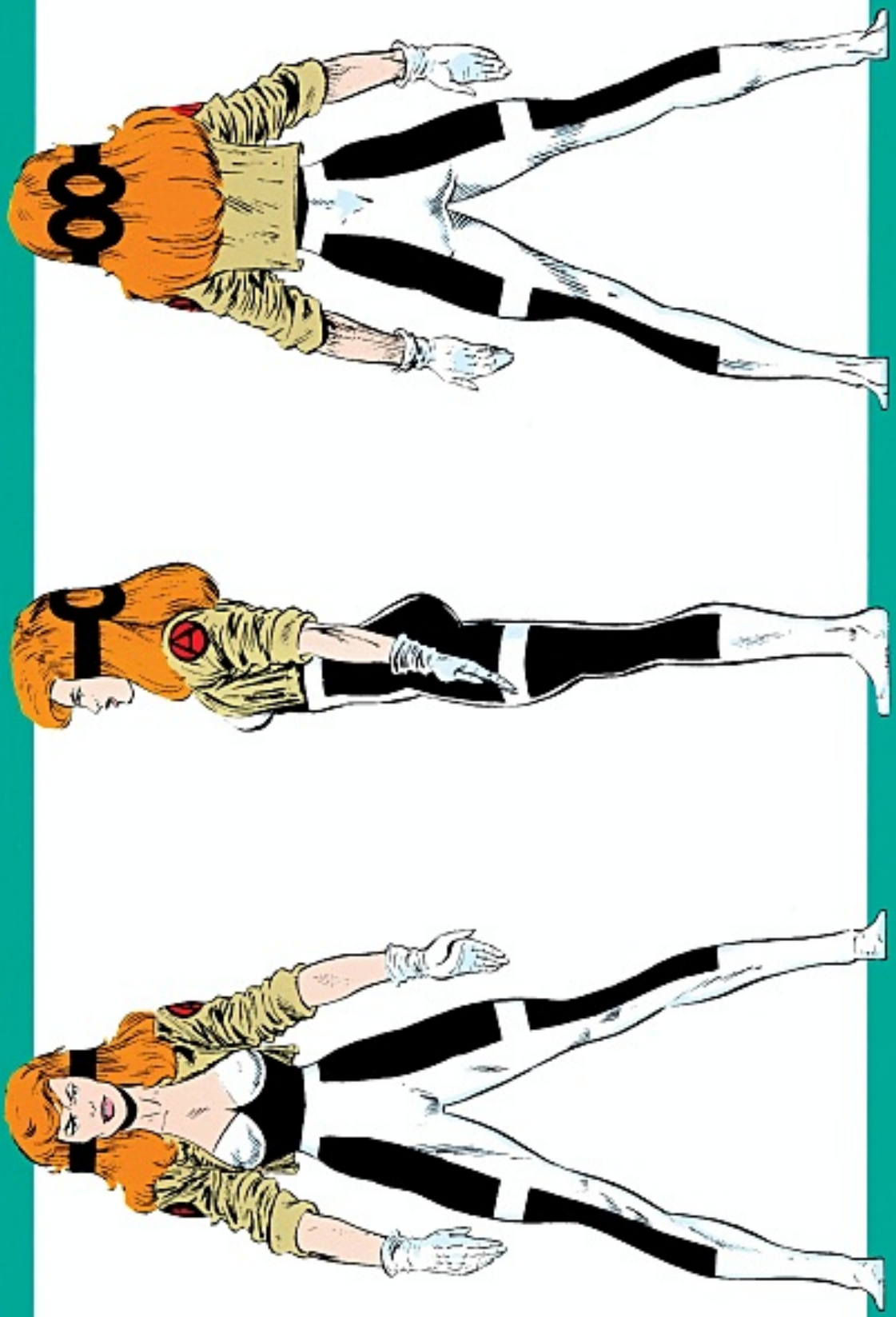
BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #45

Origin issue: Crystal's origin is as yet unrevealed.

Significant issues: FANTASTIC FOUR #45-48 (first encountered Human Torch II, brought him to Inhumans' secret New York base; left New York with family members to escape Seeker; trapped inside Maximus's "negative zone" barrier around Great Refuge); FANTASTIC FOUR #59-61, 63 (freed from "negative zone" barrier along with rest of the Inhumans; left Great Refuge with royal family to visit outside world; brought Triton to rescue Mister Fantastic from Negative Zone; aided Fantastic Four in battle against Blastaar); FANTASTIC FOUR #81-83 (joined the FF, battled Wizard; helped defeat Maximus); FANTASTIC FOUR #84-87 (alongside FF, fought Doctor Doom); FANTASTIC FOUR #88-89 (blinded by Mole Man; helped FF defeat him); FANTASTIC FOUR #95, 99-100 (abducted by Medusa; reunited with Torch in Attilan, revealed how she used her powers to save Black Bolt's life; rejoined FF); FANTASTIC FOUR #117-118 (fell under mental control of Diablo, regained her free will and returned to Great Refuge); FANTASTIC FOUR #131-132 (revealed how she rescued dying Quicksilver; chose Quicksilver over Torch as the man she loved); FANTASTIC FOUR #150 (married Quicksilver); FANTASTIC FOUR #240 (gave birth to Luna, accompanied Inhumans when Attilan was relocated to Earth's Moon); AVENGERS #336 (joined Avengers)

CRYSTAL™



CRYSTAL

BIOGRAPHICAL DATA

Real name: Crystalia Amaquelin Maximoff
Other current aliases: None
Former aliases : Ixchel
Dual identity: None; Crystal's existence is known to the general populace of Earth
Current occupation: Adventurer
Former occupation: Wife and mother
Citizenship: City of Attilan, the Blue Area, Earth's Moon
Legal status: No criminal record
Place of birth: Island of Attilan, Atlantic Ocean
Marital status: Married, now separated
Known relatives: Quelin (father), Ambur (mother), Pietro Maximoff (Quicksilver, cousin by marriage), Luna (daughter), Medusa (sister), Karnak, Triton, Gorgon, Maximus, (cousins), Black Bolt (brother-in-law, cousin), Magneto (father-in-law), Wanda Maximoff (Scarlet Witch, sister-in-law)
Known confidants: Medusa, Lockjaw, Black Knight III, (former) Human Torch II, Invisible Woman, Norm Webster, Quicksilver
Known allies: Inhumans royal family, Fantastic Four, the Avengers
Major enemies: Maximus, Diablo, Doctor Doom, Wizard, Mole Man, Belasco, the Kree, (formerly) Seeker I (deceased), the Bretheren (deceased)
Usual base of operations: Avengers headquarters, New York City
Former bases of operations: City of Attilan, the Blue Area, Earth's Moon; City of Attilan, Himalayan Mountain Range, China; Island of Attilan, Atlantic Ocean; Baxter Building and Four Freedoms Plaza, New York City
Current group membership: Avengers, Royal family of the Inhumans
Former group membership: Fantastic Four
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 126 lbs.
Eyes: Green
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, received training from Thing and Karnak
Special skills and abilities: None known
Superhuman physical powers: None
Superhuman mental powers: Ability to control the four basic "elements" of nature: fire, air , earth, and water
Special limitations: Like all Inhumans,

Crystal's immune system is weaker than that of an average human. When on Earth Crystal now takes weekly doses of a serum created by Reed Richards and Henry Pym that immunizes her against these adverse effects. Crystal can sustain a certain elemental phenomenon for approximately one hour or any number of effects for forty-five minutes before suffering mental fatigue.
Source of superhuman powers: Genetically superior Inhuman physiology enhanced and mutated by Terrigen Mist

PARAPHERNALIA

Costume specifications: Unknown materials resistant to heat, cold and flame
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Teleportation (via Lockjaw), Avengers Quinjets and other vehicles
Design and manufacture of paraphernalia: Inhuman scientists (costume); Stark Enterprises (Quinjet)

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #45
Origin issue: Crystal's origin is as yet unrevealed.
Significant issues: INHUMANS SPECIAL #1 (with Inhuman Royal Family, forced out of the Great Refuge by Maximus); FANTASTIC FOUR #45-48 (first encountered Human Torch II, brought him to Inhumans' secret New York base; left New York with family members to escape Seeker; trapped inside Maximus's "negative zone" barrier around Great Refuge); FANTASTIC FOUR #59-61, 63 (freed from "negative zone" barrier along with rest of the Inhumans; left Great Refuge with royal family to visit outside world; brought Triton to rescue Mister Fantastic from Negative Zone; aided Fantastic Four in battle against Blastaar); FANTASTIC FOUR #81-83 (joined the Fantastic Four, battled Wizard; helped defeat Maximus); FANTASTIC FOUR #84-87 (alongside Fantastic Four, fought Doctor Doom); FANTASTIC FOUR #88-89 (blinded by Mole Man; helped Fantastic Four defeat him); FANTASTIC FOUR #95, 99-100 (abducted by Medusa; reunited with Torch in Attilan, revealed how she used her powers to save Black Bolt's life; rejoined Fantastic Four); FANTASTIC FOUR #117-118 (fell under mental control of Diablo, regained her free will and returned to Great Refuge); FANTASTIC FOUR #131-132 (revealed how she rescued dying Quicksilver; chose Quicksilver over Torch II as the man she loved); FANTASTIC FOUR #150 (married Quicksilver); FANTASTIC FOUR #240 (gave birth to Luna, accompanied Inhumans when Attilan was relocated to Earth's Moon); AVENGERS #334 (summoned Avengers to help battle the Brethren); AVENGERS #336 (joined Avengers as provisional member); AVENGERS #343 (became full member)

CUTTHROAT™

CUTTHROAT

BIOGRAPHICAL DATA

Real name: Daniel "Danny" Leighton
Aliases at time of death: None
Former aliases : None known
Dual identity: Secret
Occupation at time of death: Chief operative for the Red Skull
Former occupation: Assassin
Citizenship: United States
Legal status: No known criminal record
Place of birth: Austin, Texas
Place of death: Red Skull's lodge headquarters in the Rocky Mountains
Cause of death: Throat cut by Crossbones in combat
Marital status: Single
Known relatives: Rachel Leighton (Diamondback II, sister), William "Willy" Leighton (brother, deceased), Richard "Ricky" Leighton (brother, apparently deceased), Mrs. Leighton (first name unrevealed, mother)
Known confidants: Mother Night, Rachel Leighton (Diamondback II)
Known allies: Red Skull, Skeleton Crew (Blackwing, Jack O'Lantern II, Machinesmith, Mother Night), Amos Jardine, Taskmaster, (former) Brock Rumlow, Savage Crims
Major enemies: Crossbones (Brock Rumlow), Spider-Man, Nightcrawler
Base of operations at time of death: Red Skull's lodge headquarters in the Rocky Mountains
Former base of operations: Austin, Texas, later New York City and Europe
Group membership at time of death: Skeleton Crew
Former group membership: Savage Crims (New York streetgang)
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 200 lbs.
Eyes: Blue-green
Hair: Brown (balding; bleached blond as a youth)
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Master at various forms of unarmed combat, received special combat training by Taskmaster; highly skilled in throwing bladed weapons
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Conventional fabrics, lightweight body armor of unknown composition

Personal weaponry: Adamantium-edged knives, sword (presumably also adamantium-edged)

Special weaponry: Gun that fires rockets that explode on contact; on exploding, some rockets trigger a "sonic screamer" that induces pain in nearby victims. Rocket gun that also fire darts, some of which release blinding magnesium flares on impact

Other accessories: None known

Transportation: Air and land vehicles belonging to the Red Skull

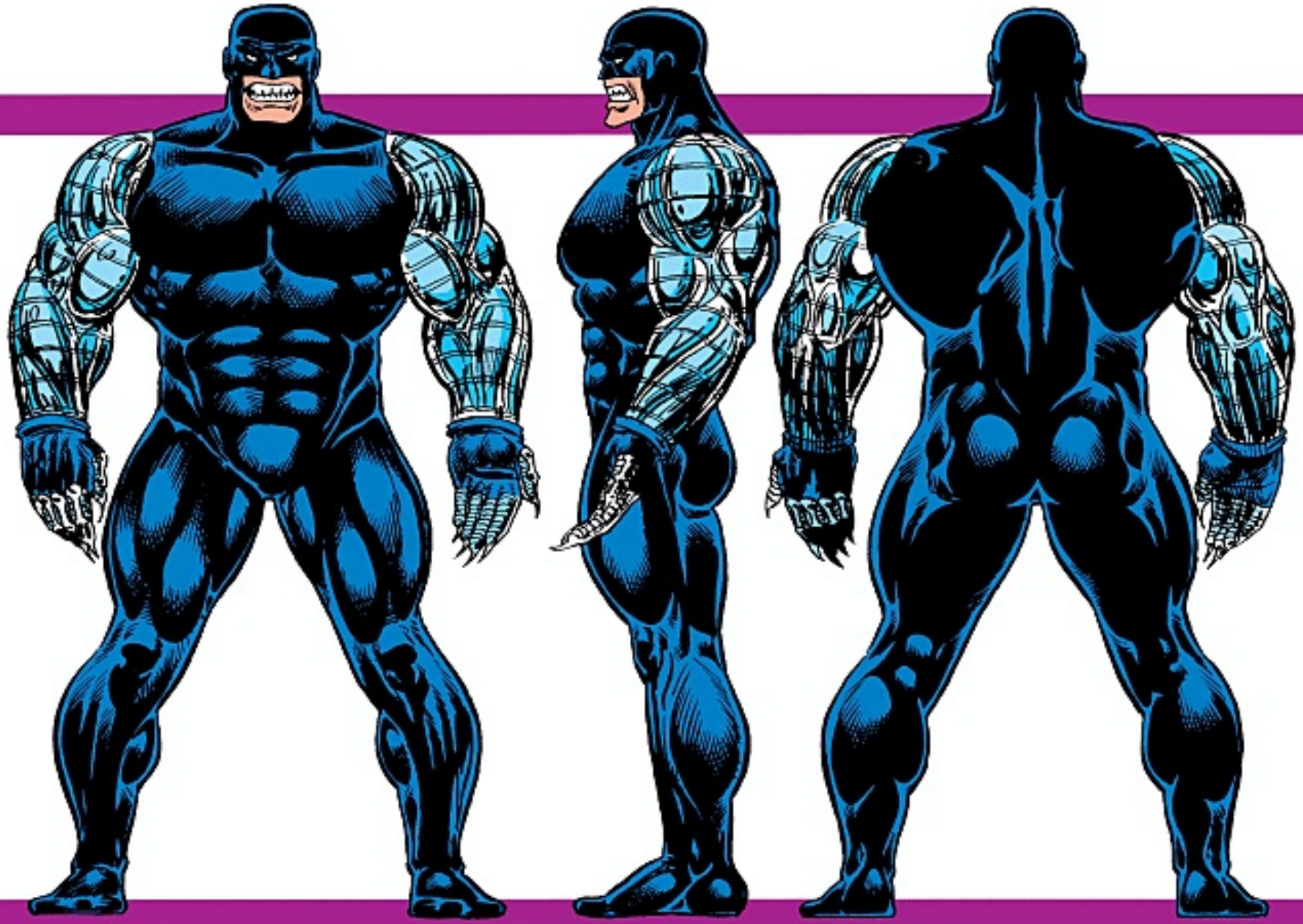
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: MARVEL TEAM-UP #89

Origin issue: CAPTAIN AMERICA #400

Significant issues: MARVEL TEAM-UP #89(hired by Amos Jardine to kill Spider-Man, battled Nightcrawler and Spider-Man, defeated by Spider-Man); CAPTAIN AMERICA #395 (victorious in combat against Deathstroke and Mangler to win job as Red Skull's chief operative); CAPTAIN AMERICA #396 (underwent training by Taskmaster); CAPTAIN AMERICA #398 (tried to persuade Blackwing and Jack O'Lantern II to help him free Mother Night from police); CAPTAIN AMERICA #400 (flashback to his past as member of Savage Crims gang); CAPTAIN AMERICA #402 (initiated affair with Mother Night); CAPTAIN AMERICA #405-406 (with Skeleton Crew, battled Crossbones and Diamondback II; realized Diamondback II was his sister); CAPTAIN AMERICA #407 (revealed his true identity to Diamondback II); CAPTAIN AMERICA #408 (attempted to slay Crossbones, was killed by him instead); CAPTAIN AMERICA #409 (corpse inspected by Red Skull)



CYBER™

CYBER

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None known
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Professional criminal, operative for unnamed drug cartel
Citizenship: Canada
Legal status: No known criminal record
Place of birth: Canada
Marital status: Divorced
Known relatives: None
Known confidants: None
Known allies: Hell's Belles (Briquette, Flambe, Tremolo, Vague), the Coven (Bloodshadow, Fetish, Satyr, Vex)
Major enemies: Wolverine, X-Factor II, Tyger Tiger, General Nguyen Ngoc Coy
Usual base of operations: Mobile
Former bases of operations: Canada; Madripoor
Current group membership: Unnamed drug cartel, mentor to Hell's Belles
Former group membership: None known
Extent of education: Attended unnamed vocational college

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 365 lbs.
Eyes: Hazel (his left eye is artificial)
Hair: Unrevealed
Other distinguishing features: Cyber's skin and hair are laced with Adamantium. The adamantium is visible on the surfaces of some portions of his body, such as his arms, hands, and shoulders. He has a retractable adamantium claw on each of his fingers. Wolverine cut out Cyber's left eye in combat.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Athlete
Stamina: Metahuman
Durability: Metahuman (due to adamantium laced skin) regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combatant
Special skills and abilities: Talented teacher of unarmed combat methods
Superhuman physical powers: Cyber's skin is laced with adamantium, making it virtually invulnerable. He has a retractable adamantium claw on each of his fingers. Cyber apparently possesses a "fast healing" ability that enabled him to undergo the procedure which laced his skin with adamantium. He may possess a biological "age suppression factor" that causes him to age at an unusually slow rate.
Superhuman mental powers: Ability to detect and track individual brain patterns.
Special limitations: The limits on the range of Cyber's psionic ability are unre-

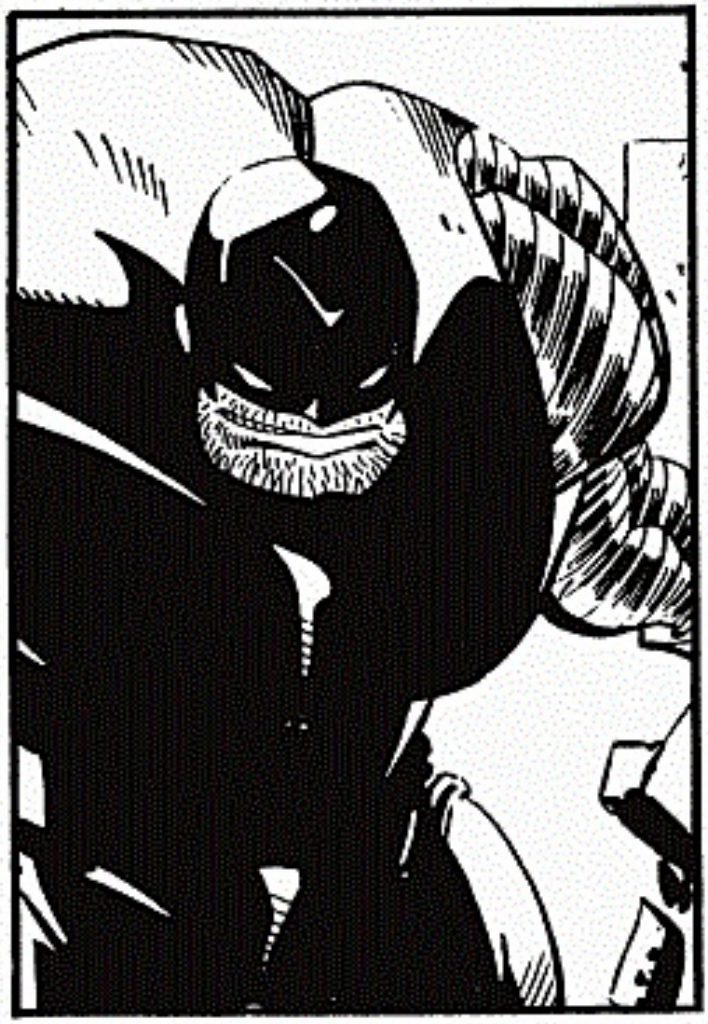
vealed. His "fast healing" ability did not enable him to regenerate the eye he lost or protect him from the effects of the hallucinogenic drug he once wore on his claws.
Source of superhuman powers: Cyber's healing ability and psionic power are the result of genetic mutation. His adamantium-laced skin and age suppression factor, possibly the Project (same that produced Wolverine and Sabretooth)

PARAPHERNALIA

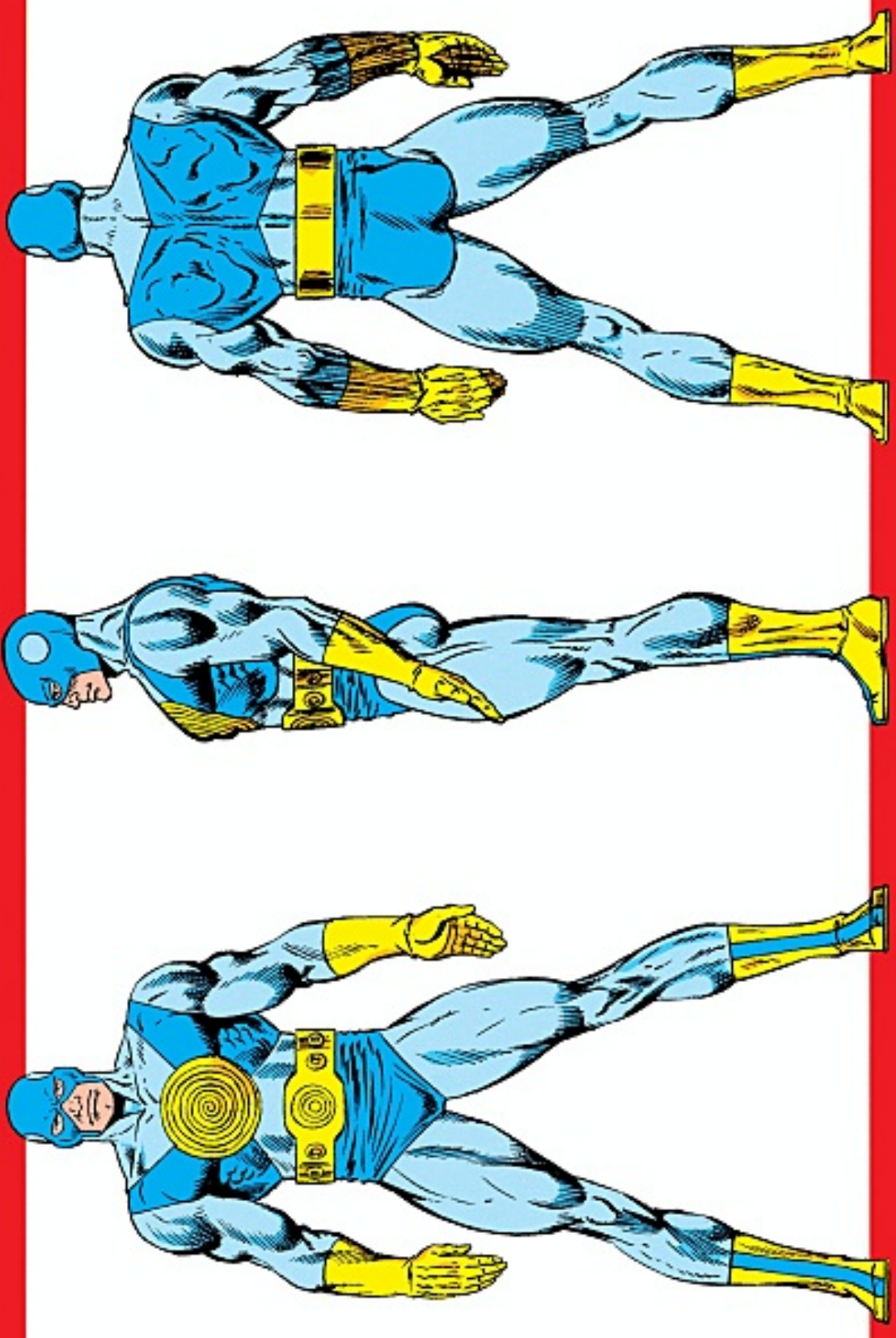
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: A highly addictive hallucinogenic drug and poison on the ends of his claws.
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: MARVEL COMICS PRESENTS #85
Origin issue: Cyber's origin is as yet unrevealed.
Significant issues: MARVEL COMICS PRESENTS #85-92 (traveled to Madripoor to establish base there; learned his old foe Wolverine was still alive there; sought to kill Tyger Tiger and General Nguyen Ngoc Coy, was defeated in combat by Wolverine); X-FACTOR #80-81 (attacked Polaris, poisoned Strong Guy, led Hell's Belles against X-Factor II in attempt to prevent Shrew I from testifying against drug operation, was apparently hit by train); MARVEL COMICS PRESENTS #132-136 (survived, hired by the Coven to destroy the Temple of the Sun; pretended to betray the Coven to get Wolverine's aid to recover the Tear Of Heaven, revealed that it was done to get access to the temple, fought Wolverine fell from the temple)



CYCLONE™



CYCLONE

BIOGRAPHICAL DATA

Real name: Unrevealed
Aliases at time of death: None
Former aliases : None
Dual identity: Publicly known
Occupation at time of death: Professional criminal
Former occupation: Engineer
Citizenship: France
Legal status: Criminal record in France
Place of birth: Lyons, France
Place of death: "The Bar With No Name," Medina County, Ohio
Cause of death: Shot to death by the Scourge of the Underworld
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: The Masked Marauder
Major enemies: Spider-Man, Moon Knight, Scourge
Base of operations at time of death: American Midwest
Former base of operations: France
Group membership at time of death: Maggia
Former group membership: NATO
Extent of education: Masters degree in mechanical engineering

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 195 lbs.
Eyes: Blue
Hair: Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Flight speed: Subsonic
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

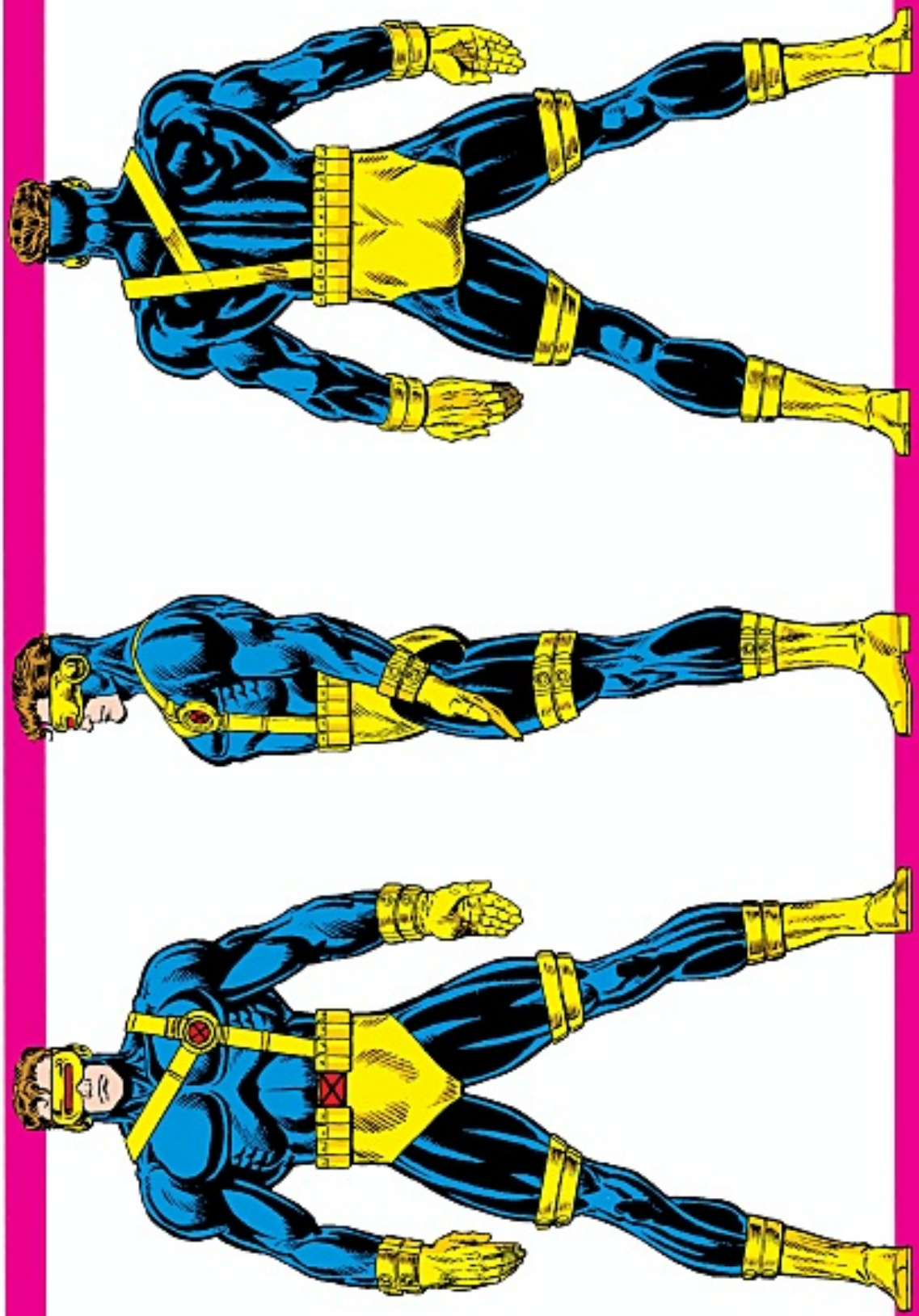
Costume specifications: Synthetic stretch fabric concealing whirlwind producing mechanisms
Personal weaponry: Mechanisms that enabled him to accelerate volumes of air up to 300 miles per hour within a radius of 100 feet from his body in the form of tornado-force whirlwinds about himself.
Special weaponry: None
Other accessories: None
Transportation: Flight via self-produced whirlwinds
Design and manufacture of paraphernа-

lia: Cyclone

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #143
Origin issue: CAPTAIN AMERICA #319
Significant issues: AMAZING SPIDER-MAN #143 (kidnaped J. Jonah Jameson in France, first confronted Spider-Man); AMAZING SPIDER-MAN #144 (kidnaped Joseph "Robbie" Robertson, defeated by Spider-Man); SPECTACULAR SPIDER-MAN #22-23 (freed from prison by the Masked Marauder to work for the Maggia as an enforcer in the United States; sent to kill Spider-Man and Moon Knight; defeated by Moon Knight); CAPTAIN AMERICA #319 (attended a meeting at the "Bar With No Name" with other costumed criminals to discuss strategy for dealing with Scourge; Scourge, disguised as a bartender, killed all assembled including Cyclone)

CYCLOPS™



CYCLOPS

BIOGRAPHICAL DATA

Real name: Scott "Slim" Summers
Other current aliases: None
Former aliases: Erik the Red
Dual identity: Publicly known
Current occupation: Adventurer
Former occupation: Student, radio announcer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Anchorage, Alaska
Marital status: Widowed
Known relatives: Christopher Summers (Corsair, father), Katherine Ann Summers (mother, deceased), Alexander Summers (Havok, brother), Philip, Deborah (grandparents), Madelyne-Pryor Summers (wife, deceased), Nathan Christopher Charles Summer (son), Rachel Summers (Phoenix II, daughter by Phoenix I in an alternate future)
Known confidants: Jean Grey, Professor Xavier, Beast, Angel, Iceman, Banshee, Nightcrawler, Storm, Havok, (formerly) Colleen Wing, Aleytys "Lee" Forrester, Madelyne Pryor-Summers
Known allies: X-Men, X-Factor II, X-Force, X-Terminators II, Alpha Flight, Fantastic Four, Avengers, Spider-Man, Dr. Strange
Major enemies: Mister Sinister, Living Diamond (deceased), Magneto, Juggernaut, Sentinels, Apocalypse, Hellfire Club, D'Spayre
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: X-Factor headquarters, New York City; X-Factor "Ship," New York City
Current group membership: X-Men
Former group membership: X-Factor I
Extent of education: College graduate, post-graduate courses

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 195 lbs
Eyes: Brown (glowing red when active)
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Normal
Reflexes: Athlete
Fighting skills: Extensive training in hand-to-hand combat
Special skills and abilities: Experienced battle tactician, strategist
Superhuman physical powers: The ability to project a beam of concussive force from his eyes, invulnerability to the effects of his own power and that of his

brother, Havok
Superhuman mental powers: None
Special limitations: Due to a brain injury, Cyclops is unable to shut off his optic blasts at will and must therefore wear a visor or glasses made with ruby quartz lenses to prevent his optic blasts from harming those around him
Source of superhuman powers: Genetic mutation

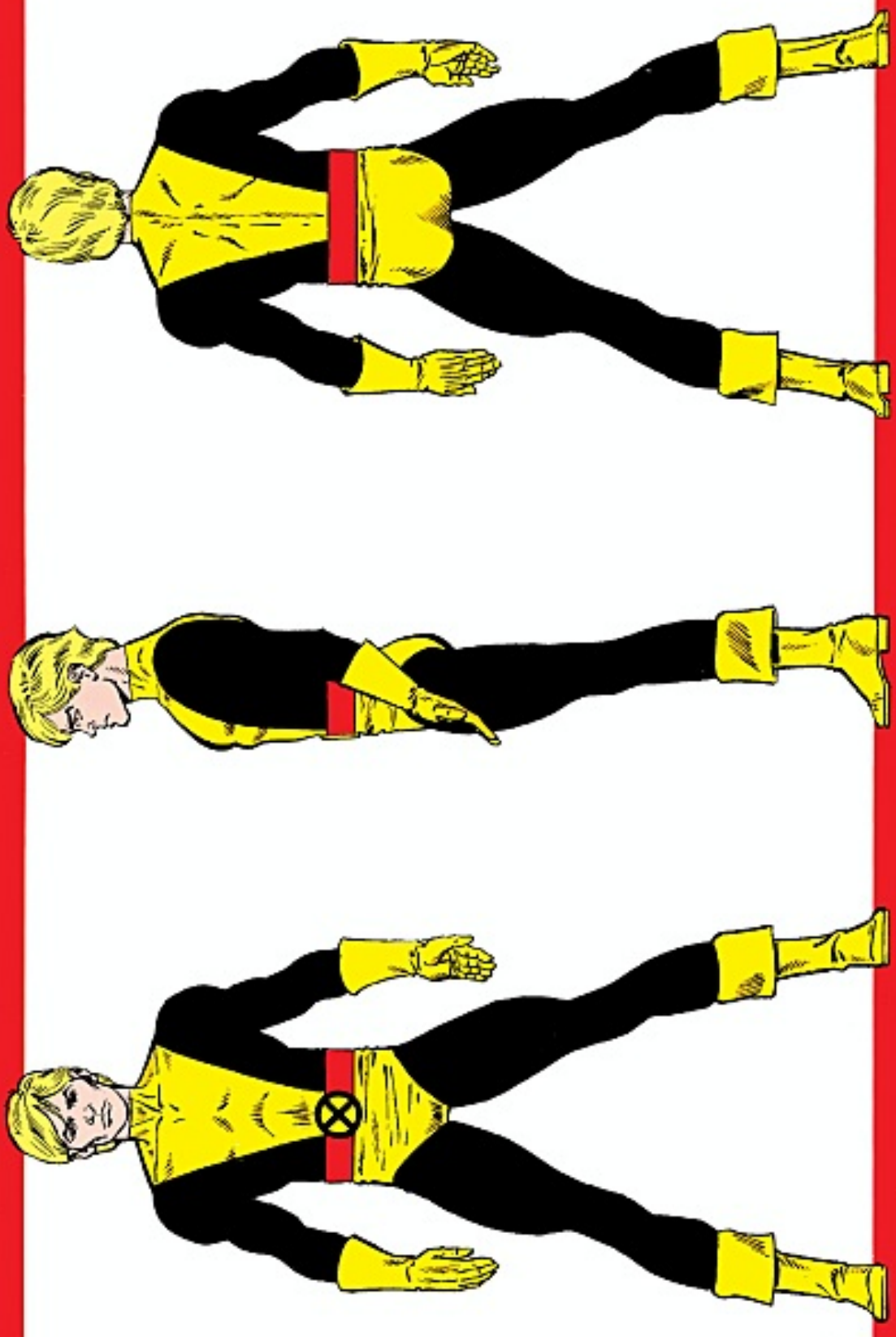
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric equipped with specially designed visor with ruby quartz lenses
Personal weaponry: None
Special weaponry: None
Other accessories: Portable Cerebro (computer device for detection of mutants)
Transportation: X-Men Blackbird jet
Design and manufacture of paraphernalia: (Cerebro) Charles Xavier, (Blackbird) Clarence "Kelly" Johnson, redesigned by Forge

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #1
Origin issue: X-MEN Vol. 1 #38-42, CLASSIC X-MEN #41-42
Significant issues: UNCANNY X-MEN #156 (bailed out of parents' plane during Shi'Ar attack, sustained brain damage in fall); CLASSIC X-MEN #41-42 (placed in orphanage controlled by Mr. Sinister, given mental blocks); X-MEN Vol. 1 #38-42 (ran away from orphanage, battled Jack O'Diamonds, became student of Professor Charles Xavier, adopted costumed identity); X-MEN Vol. 1 #1 (with original X-Men, first battled Magneto); X-MEN Vol. 1 #3 (with X-Men, first battled Blob; became romantically attracted to Marvel Girl); X-MEN Vol. 1 #4 (with X-Men, first clashed with Brotherhood of Evil I); X-MEN Vol. 1 #7 (appointed deputy leader of X-Men); X-MEN Vol. 1 #32 (began romance with Jean Grey); GIANT-SIZE X-MEN #1 (helped train new X-Men); X-MEN Vol. 1 #94 (remained as leader of new X-Men); X-MEN Vol. 1 #107-108 (first encountered Corsair); UNCANNY X-MEN #138 (left X-Men); UNCANNY X-MEN #144 (with Man-Thing, battled D'Spayre); UNCANNY X-MEN #150 (rejoined X-Men); UNCANNY X-MEN #154 (learned Corsair was his father); UNCANNY X-MEN #175 (married Madelyne Pryor); UNCANNY X-MEN #201 (battled Storm for leadership of the X-Men, defeated, left X-Men; birth of son); X-FACTOR #1 (rejoined with original members of the X-Men to found X-Factor I); X-FACTOR #36 (learned Madelyne was a clone of Jean Grey); X-FACTOR #39 (learned Mr. Sinister ran orphanage in which he was raised, battled Mr. Sinister); X-FACTOR #68 (son Nathan infected with fatal illness by Apocalypse and taken to the future)

CYPHER™



CYPHER

BIOGRAPHICAL DATA

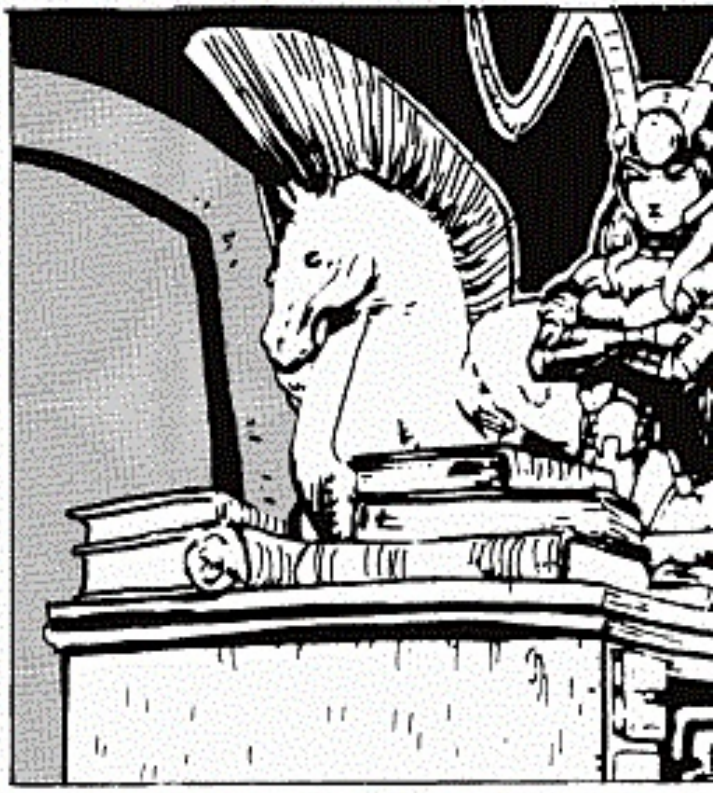
Real name: Douglas Ramsey
Aliases at time of death: None
Former aliases : None
Dual identity: Secret
Occupation at time of death: Student, adventurer
Former occupation: Student
Citizenship: United States of America
Legal status: No criminal record, still a minor, now deceased
Place of birth: Unrevealed
Place of death: Paradise, an island in the Atlantic Ocean
Cause of death: Gunshot wound
Marital status: Single
Known relatives: Philip Ramsey (father), Sheila Ramsey (mother)
Known confidants: Shadowcat (Kitty Pryde), Psylocke (Betsy Braddock), Warlock III, Wolfsbane (Rahne Sinclair)
Known allies: The New Mutants
Major enemies: Ani-Mator, Cameron Hodge
Base of operations at time of death: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former base of operations: None
Group membership at time of death: New Mutants
Former group membership: None
Extent of education: High school level, also took university level in languages and computer science

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 150 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius in translating and in design of computer software
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal



Reflexes: Normal
Fighting skills: Average hand-to-hand combatant, received training at Xavier's school
Special skills and abilities: Expert in design of computer software
Superhuman physical powers: None
Superhuman mental powers: Superhuman intuitive facility for translating languages, whether written or spoken, human or alien. Ability also extends to deciphering codes and computer languages
Special limitations: None
Source of superhuman powers: Genetic mutation

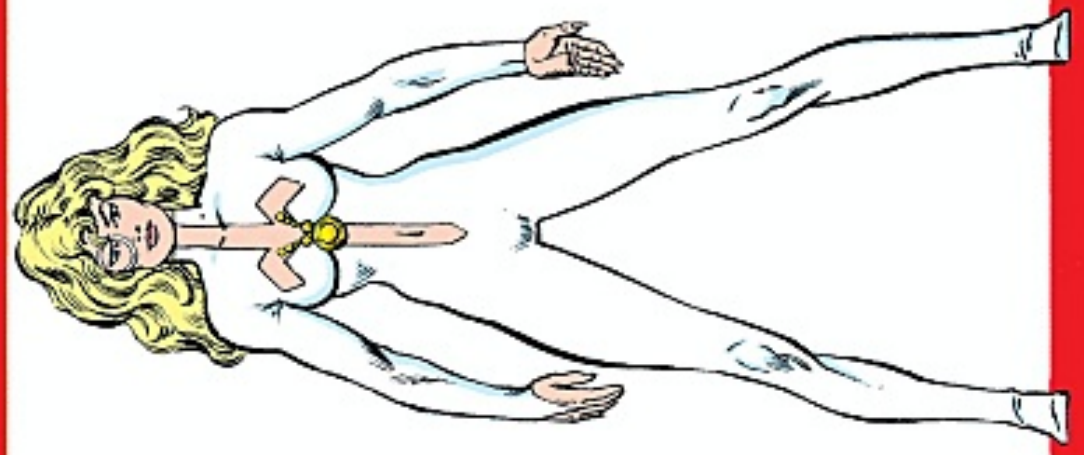
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric insulated against extreme temperatures
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: NEW MUTANTS #13
Origin issue: Cypher's origin is as yet unrevealed
Significant issues: NEW MUTANTS #13 (friendship with Kitty Pryde revealed); X-MEN #180/NEW MUTANTS #16 (applied for admission to White Queen's Massachusetts Academy); NEW MUTANTS #21 (helped New Mutants communicate with Warlock III, joined New Mutants); NEW MUTANTS ANNUAL #1 (used ability to discover means of saving Lila Cheney's Dyson Sphere home base from destruction); NEW MUTANTS ANNUAL #2 (helped save Psylocke from Mojo's control and developed crush on her); NEW MUTANTS #49-50 (temporarily joined Hellions alongside New Mutants); NEW MUTANTS #50 (reprogramed Magus II, reducing him to infant state); NEW MUTANTS #60 (killed by Ani-Mator while trying to save Wolfsbane); NEW MUTANTS ANNUAL #6 (ghost appeared to Wolfsbane)

DAGGER™



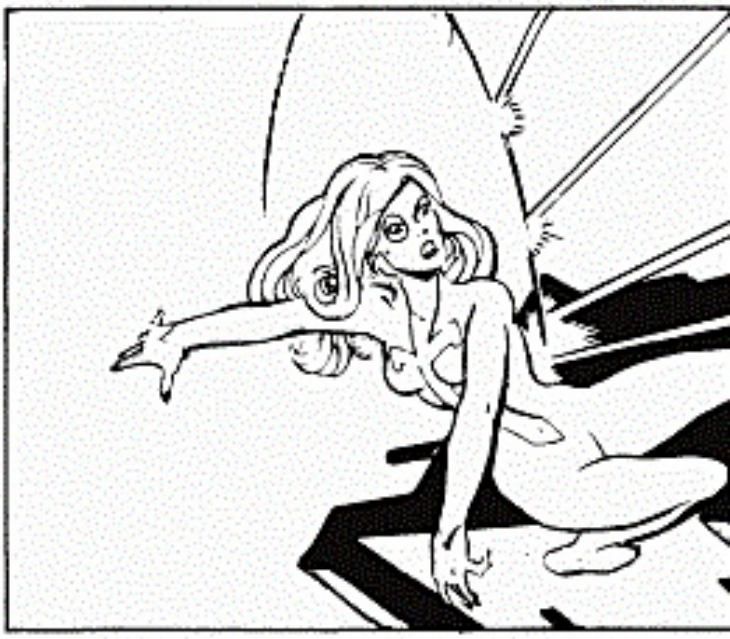
DAGGER

BIOGRAPHICAL DATA

Real name: Tandy Bowen
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current Occupation: Vigilante
Former occupation: Student
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Shaker Heights, Ohio
Marital status: Single
Known relatives: Melissa Bowen (mother), unnamed father, Phillip Carlisle (step-father); Father Michael Bowen (uncle, deceased)
Known confidants: Cloak (Tyrone Johnson), Father Michael Bowen
Known allies: Spider-Man, Mayhem
Major enemies: Mister Jip, Night, Day, Silvermane
Usual base of operations: Holy Ghost Church, New York City
Former bases of operations: None
Current group membership: Partner of Cloak
Former group membership: None
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 115 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None



POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Athlete
Stamina: Athlete
Durability: Normal
Agility: Athlete
Reflexes: Athlete
Fighting skills: Moderate experience at streetfighting; combat techniques utilize her light powers and dance training
Special skills and abilities: Ballet
Superhuman physical powers: None
Superhuman mental powers: The ability to create psionic "light daggers" which travel wherever she wills them, and which drain living beings of vitality when struck. Her "light daggers" also have the capacity to cure certain persons of drug addictions, and can alleviate Cloak's hunger for

darkness.
Special limitations: None
Source of superhuman powers: Injection from an experimental illegal drug interacting with latent mutant capacities

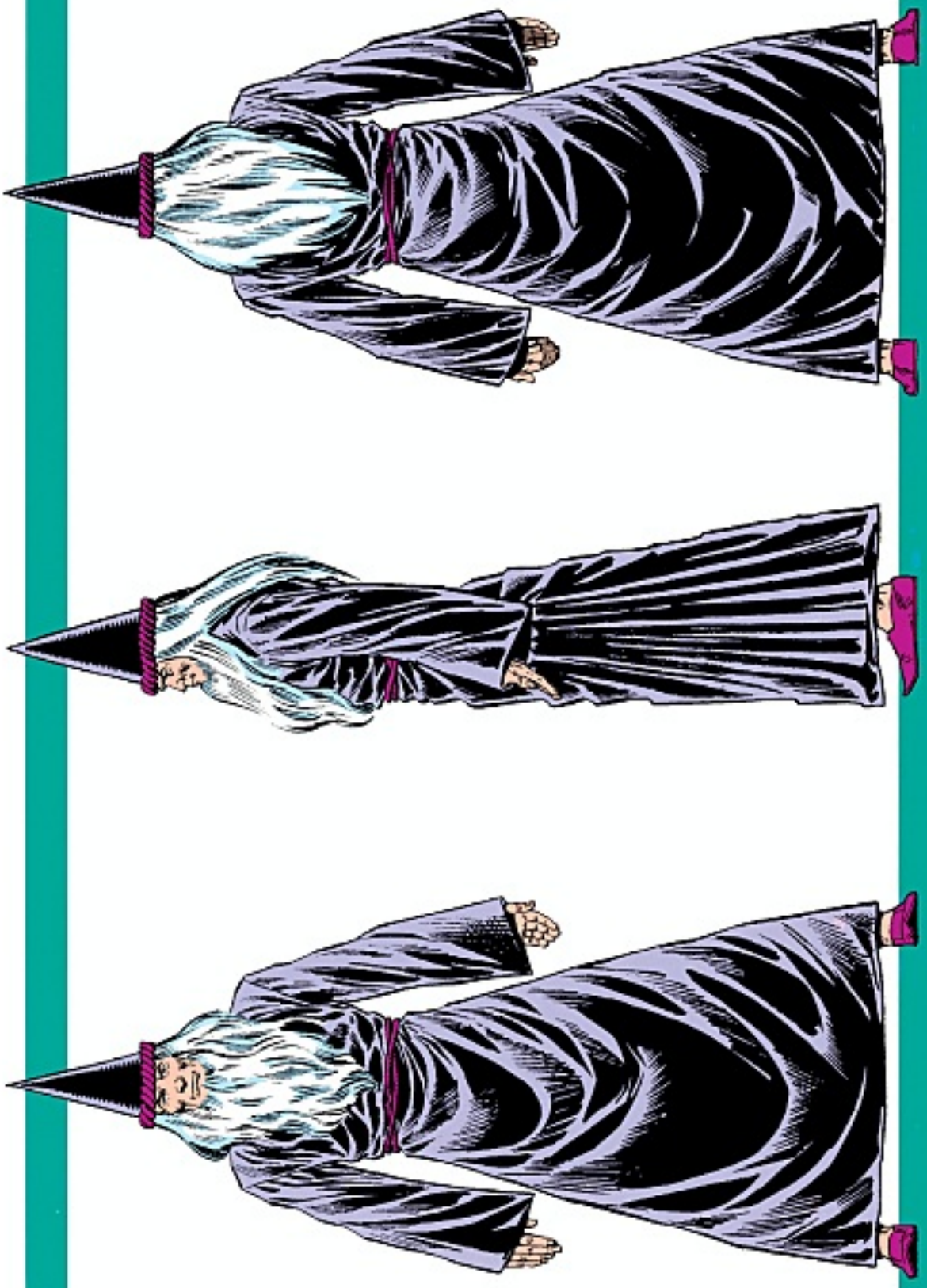
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Teleportation, via partner Cloak
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: SPECTACULAR SPIDER-MAN #64
Origin issue: SPECTACULAR SPIDER-MAN #64; CLOAK AND DAGGER LIMITED SERIES #4
Significant issues: SPECTACULAR SPIDER-MAN #64 (with Cloak hunted and killed Simon Marshall and drug-dealing henchmen responsible for their origin, encountered Spider-Man); SPECTACULAR SPIDER-MAN #69-70 (murdered Silvermane, battled his reanimated cyborg form); SPECTACULAR SPIDER-MAN #81-82 (with Spider-Man, thwarted the murder of the Kingpin by the Punisher); SPECTACULAR SPIDER-MAN #94-96 (battled Silvermane and the Answer, refused to help Kingpin's wife); CLOAK AND DAGGER Vol. 2 #4 (encountered the Beyonder); CLOAK AND DAGGER Vol. 2 #5-6 (encountered Mayhem); CLOAK AND DAGGER Vol. 2 #10 (encountered Doctor Doom in Latveria); STRANGE TALES Vol. 2 #3-7 (used in Nightmare's plot to defeat Dr. Strange); STRANGE TALES Vol. 2 #9-11 (battled Mister Jip, Night, and Day); STRANGE TALES Vol. 2 #13-14 (met Power Pack); CLOAK AND DAGGER Vol. 3 #1 (possessed by Night, battled X-Factor; lost sight); CLOAK AND DAGGER Vol. 3 #9 (battled Hydro-Man, Jester II, Hulk android, Rock, and Fenris alongside Avengers); CLOAK AND DAGGER Vol. 3 #13 (regained sight, helped defeat Mister Jip)

DAKIMH™



DAKIMH THE ENCHANTER

BIOGRAPHICAL DATA

Real name: Dakimh
Other current aliases: None
Former aliases : Dave (a bartender at *McSharran's Pub*, Manhattan)
Dual identity: None; the general populace of Earth was unaware of Dakimh's existence.
Current occupation: Wizard, guardian of the multiverse
Former occupation: Student of Zhered-Na, teacher of Jennifer Kale
Citizenship: Pre-cataclysmic Atlantis
Legal status: Inapplicable
Place of birth: Pre-cataclysmic Atlantis
Place of death: Citrusville, Florida
Cause of death: Heart attack due to physical strain of mystic combat
Marital status: Unrevealed
Known relatives: None
Known confidants: Zhered-Na (deceased), Jennifer Kale
Known allies: Jennifer Kale, Man-Thing, Korrek, Howard the Duck, Spider-Man, Doctor Strange, God-Dogs of Therea, (former) Zhered-Na (deceased)
Major enemies: Thog the Nether-Spawn, D'Spayre, Bzzk'Joh, Mortak, Klonus, Tai, Kidney Lady, Dweller in Darkness
Usual base of operations: Therea; Castle in the Sky in the Land Between Night and Day in another dimension
Former bases of operations: Pre-cataclysmic Atlantean colony in Thuria
Current group membership: None
Former group membership: None
Extent of education: Highly educated in sorcery by Zhered-Na

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 145 lbs.
Eyes: Blue
Hair: White
Other distinguishing features: None
Note: Although Dakimh's physical body has died, his spirit now dwell in the extradimensional realm of Therea, and can manifest itself on Earth and in other material worlds for limited periods.

POWERS AND ABILITIES

Intelligence: Genius (though eccentric)
Strength: (in physical form) Below normal
Speed: (in physical form) Below normal
Stamina: (in physical form) Below normal
Durability: (in physical form) Below normal
Agility: (in physical form) Below normal
Reflexes: (in physical form) Below normal
Fighting skills: Minimal; relies on magical abilities
Special skills: Dakimh practices a form of sorcery that was mastered and taught by the sorceress Zhered-Na. He possesses a greater knowledge and mastery of the arts of magic than possibly anyone on Earth except Doctor Strange. Extensive knowledge of pre-Catalysimic Atlantean alchemy.

Superhuman physical powers: Ability to manipulate the forces of magic for a variety of effects including concussive bolts of mystical energy, protective shields of mystical energy, the transformation and transmutation of matter, and interdimensional travel. Through unknown means Zhered-Na made it possible for Dakimh to live for millennia, during which he aged with extreme slowness.

Superhuman mental powers: Magical abilities of mesmerism, thought-casting, and illusion-casting.

Special limitations: In later years, Dakimh's physical body was weakened by advanced age. Dakimh's spirit can now only exist on material planes (away from Therea) for limited periods of time. The limits to the amount of time he can spend on material planes seem to vary from time to time for unknown reasons. Should he exceed these limits, his spirit will "die," or, in other words, it will no longer be able to exist in material dimensions, only spiritual ones.

Source of superhuman powers: Manipulation of the forces of magic

PARAPHERNALIA

Costume specifications: Apparently conventional fabrics

Personal weaponry: None known

Special weaponry: None known

Other accessories: Dakimh can perceive possible futures to a limited extent through his enchanted crystal. Dakimh can cause images of past and present events throughout the multiverse to appear in the pool of the Waters of Eternity within his castle. He also possesses a vast library of mystical lore.

Transportation: Sorcery

Design and manufacture of paraphernalia: Unrevealed

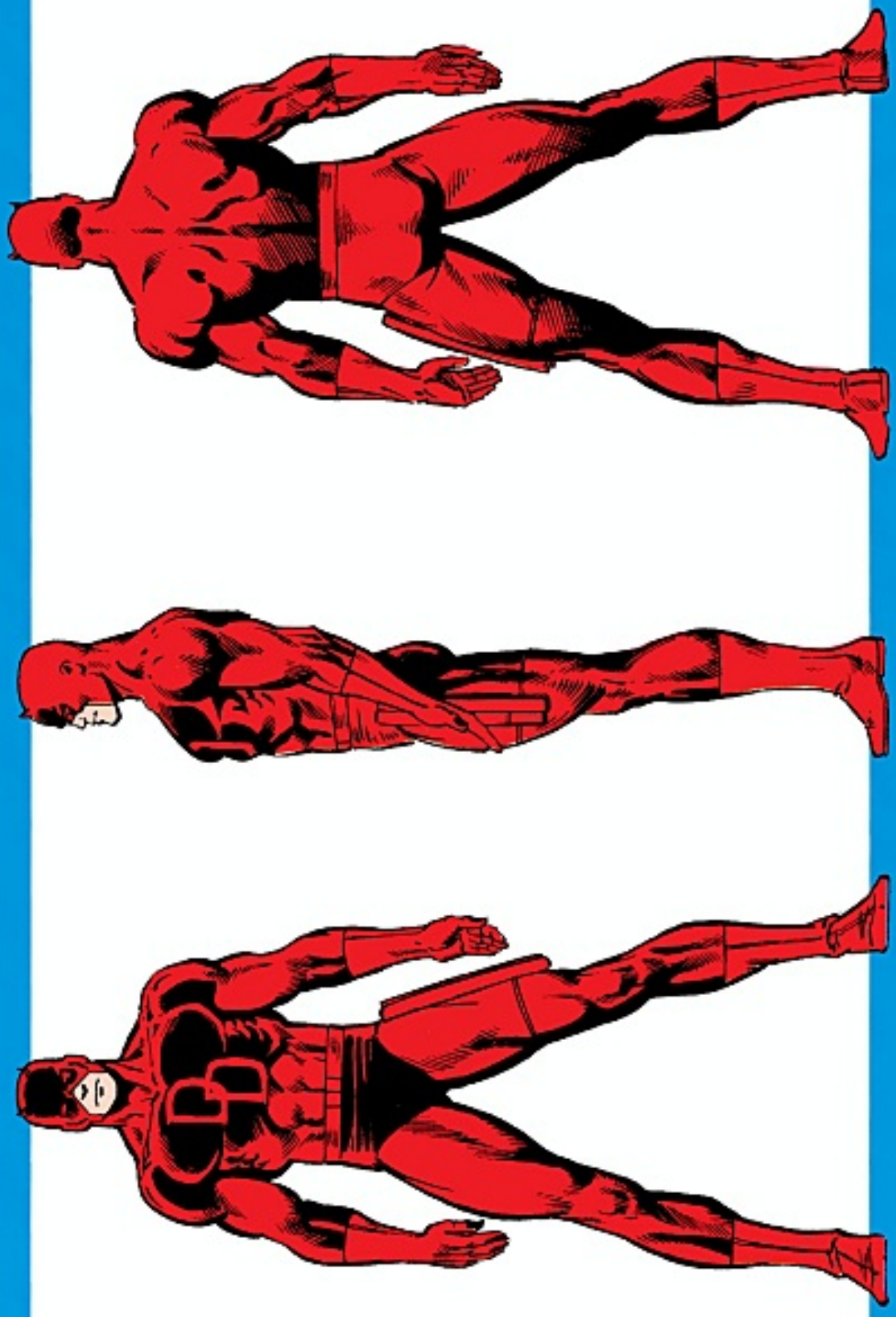
BIBLIOGRAPHY

First appearance: ADVENTURE INTO FEAR #14

Origin issue: ADVENTURE INTO FEAR #15

Significant issues: ADVENTURE INTO FEAR #14-15 (first met Jennifer Kale and Man-Thing; made Jennifer Kale his apprentice); ADVENTURE INTO FEAR #19, MAN-THING Vol. 1 #1 (led Kale, Korrek, Man-Thing, and Howard the Duck against Thog); GIANT-SIZE MAN-THING #3 (died in combat against Klonus); MAN-THING Vol. 1 #22 (revealed to have recounted Man-Thing tales to writer Steve Gerber); IRON MAN-THING #22-23 (sent Howard, Kale, Korrek, and man-Thing to defeat Bzzk'Joh); MARVEL TEAM-UP #68 (captured with Kale by D'Spayre, saved by Spider-Man and Man-Thing); HOWARD THE DUCK MAGAZINE #1 (recounted his battle with sorceress "Kidney Lady"); DOCTOR STRANGE Vol. 3 #33 (recounted his battles with D'Spayre over past millennia)

DAREDEVIL™



DAREDEVIL

BIOGRAPHICAL DATA

Real name: Matthew Murdock
Other current aliases: None
Former aliases: Mike Murdock
Dual identity: Secret
Current occupation: Lawyer
Former occupation: Short order cook
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New York City
Marital status: Single
Known relatives: Jonathan "Jack" Murdock (father, deceased), Grace Murdock (mother, deceased)
Known confidants: Karen Page, Natasha Romanova (the Black Widow), Elektra Natchios
Known allies: Franklin "Foggy" Nelson, Spider-Man, Captain America, the Fantastic Four, Gorgon, Karnak
Major enemies: The Kingpin, Bullseye, Typhoid, the Owl, Mister Fear, Killgrave the Purple Man (deceased), Death-Stalker (deceased)
Usual base of operations: New York City
Former bases of operations: San Francisco
Current group membership: None
Former group membership: Partner of the Black Widow
Extent of education: Law school degree

PHYSICAL DESCRIPTION

Height: 6'
Weight: 200 lbs.
Eyes: Blue
Hair: Red
Other distinguishing features: Matt Murdock is blind

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Enhanced human
Reflexes: Peak human
Fighting skills: A unique synthesis of boxing, gymnastics, Ninjutsu, Judo, and various other martial arts
Special skills and abilities: Extensive knowledge of the American legal system
Superhuman physical powers: Superhumanly acute sense of touch, allowing him to read by touch by feeling the impressions of ink on paper, and to perceive minute changes in temperature and air pressure of the atmosphere around him; Super-humanly acute sense of smell, allowing him to determine the ingredients of food and drink down to concentrations of 20 milligrams; Superhumanly acute powers of concentration, allowing him to sift through his sensory input and concentrate on any one specific stimulus to the extent of the exclusion of all others
Superhuman mental powers: A "radar sense" which allows him to sense the

proximity of objects and persons around himself which allows him to resolve the presence of a flagpole (for instance) at a distance of 80 feet

Special limitations: Extremely loud noises (or other extreme forms of sensory input, excluding visual) cause Daredevil considerably more distress than the average person; beyond a certain size, crowds of people cause too many sensory impressions for him to sort through without great difficulty

Source of superhuman powers: Exposure to radiation

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric bodysuit, soft leather boots and gloves

Personal weaponry: A "billy club", which is carried disguised as a blind man's cane; this cane separates into two parts, one of which is a weighted fighting baton, the other of which ends in curved hook

Special weaponry: None

Other accessories: None

Transportation: Usually swinging from cable attached to billy club

Design and manufacture of paraphernalia: Matthew Murdock

BIBLIOGRAPHY

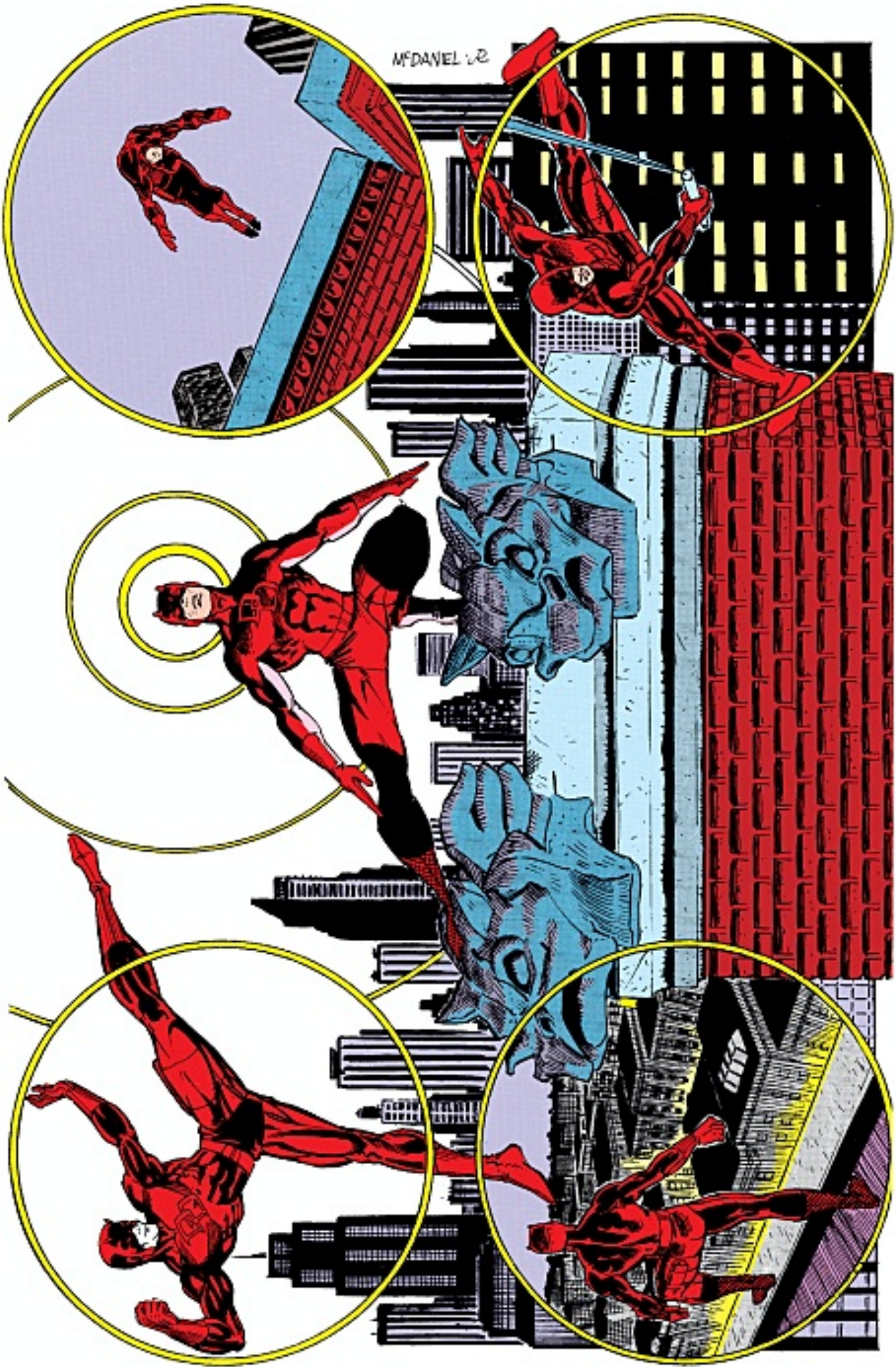
First appearance: DAREDEVIL #1

Origin issue: DAREDEVIL #1

Significant issues: DAREDEVIL #1 (gained superhuman powers, lost sight; father murdered; adopted identity of Daredevil; opened law practice with Franklin "Foggy" Nelson; met Karen Page); DAREDEVIL #16 (first met Spider-Man); DAREDEVIL #81 (partnered with Black Widow; entered romantic relationship with same); DAREDEVIL #113 (first battled Death-Stalker); DAREDEVIL #124 (ended relationship with Black Widow); DAREDEVIL #131 (first battled Bullseye); DAREDEVIL #164 (secret identity deduced by reporter Ben Urich); DAREDEVIL #168 (reunited with Elektra, battled same); DAREDEVIL #176 (returned to former mentor Stick for aid); DAREDEVIL #181 (death of Elektra); DAREDEVIL #182-184 (allied with Punisher against drug pushers); DAREDEVIL #190 (battled the Hand; resurrection of Elektra); DAREDEVIL #219 (encountered Wolverine); DAREDEVIL #220 (suicide of girlfriend, Heather Glenn); DAREDEVIL #223 (sight restored temporarily by Beyonder); DAREDEVIL #227 (through plot by Kingpin, Matt Murdock disbarred from practice of law); DAREDEVIL #228-230 (nervous breakdown); DAREDEVIL #231 (reunited with Karen Page); DAREDEVIL #233 (allied with Captain America against Nuke); DAREDEVIL #254 (met Typhoid); DAREDEVIL #255 (battled Typhoid, romanced by same in Matt Murdock identity); DAREDEVIL #278-282 (transported to Hell by Mephisto, endured physical and psychological torture, resisted Mephisto's attempts at corruption)

DAREDEVIL® IN ACTION

ART: SCOTT McDANIEL /JOSEF RUBINSTEIN



DAREDEVIL'S SUPPORTING CAS

KAREN PAGE

Current occupation: Anti-pornography activist
Relationship: Former secretary and girlfriend of Matt Murdock, now his friend and confidant
First appearance: DAREDEVIL #1

FRANKLIN "FOGGY" NELSON

Current occupation: Lawyer
Relationship: Best friend and law partner in *Nelson and Murdock* law firm
First appearance: DAREDEVIL #1

BEN URICH

Current occupation: Investigative reporter for the *Daily Bugle*
Relationship: Friend and confidant of Matt Murdock/Daredevil
First appearance: DAREDEVIL #153

NATASHA (BLACK WIDOW) ROMANOVA

Current occupation: Adventurer, Avengers active member
Relationship: Former lover and partner of Daredevil, now his friend and ally
First appearance: TALES OF SUSPENSE #52

ELEKTRA NATCHIOS

Occupation at time of death: Assassin
Relationship: Former girlfriend of Matt Murdock, later adversary of Daredevil
First appearance: DAREDEVIL #168

STICK

Occupation at time of death: Ninja sensei
Relationship: Mentor to Matt Murdock
First appearance: DAREDEVIL #176

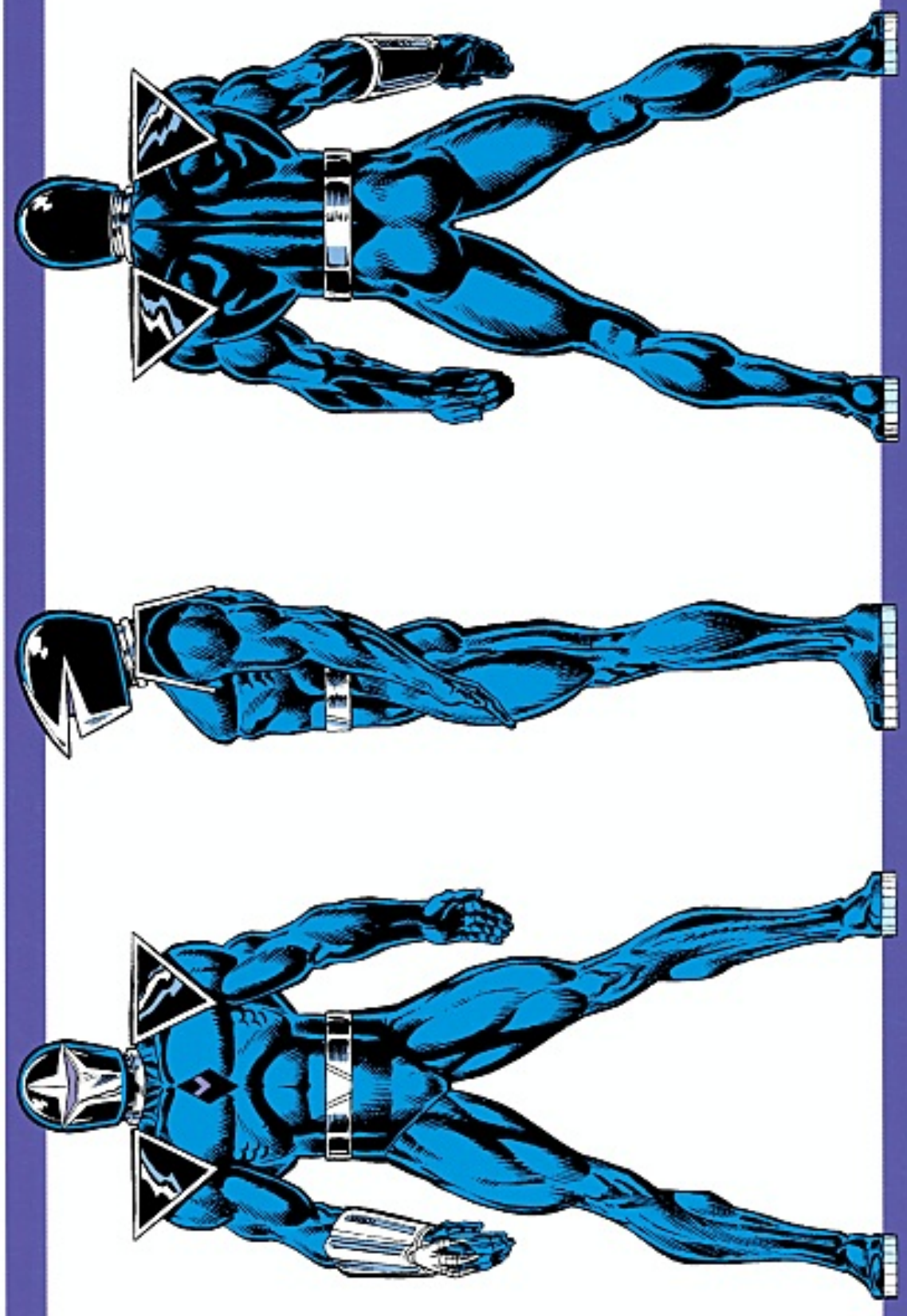
JOHNATHAN "BATTLING JACK" MURDOCK

Occupation at time of death: Professional boxer
Relationship: Father
First appearance: DAREDEVIL #1

SISTER MAGGIE

Current occupation: Nun
Relationship: Friend and confidant to Matt Murdock, apparently his mother (the former Grace Murdock)
First appearance: DAREDEVIL #229

DARKHAWK™



DARKHAWK

BIOGRAPHICAL DATA

Real name: Christopher Powell
Other current aliases: None
Former aliases : The Edge-Man
Dual identity: Secret
Current occupation: High school student
Former occupations: None
Citizenship: United States of America
Legal status: No criminal record, still a minor
Place of birth: Queens, New York
Marital status: Single
Known relatives: Grace Powell (mother), Michael Powell (father), Jason and Johnathan (brothers
Known confidants: Saint Johnny
Known allies: Spider-Man, Captain America, Daredevil, Punisher, Night Thrasher, Nova, Moon Knight
Major enemies: Phillipe Bazin, Hobgoblin, Savage Steel, Portal, the U-Foes, Lodestone, Tombstone
Usual base of operations: New York City
Former bases of operations: Queens, New York
Current group membership: None
Former group membership: None
Extent of education: High school undergraduate

PHYSICAL DESCRIPTION

Height: 5' 9", (as Darkhawk) 6' 1"
Weight: 150 lbs., (as Darkhawk) 180 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: As Darkhawk Chris Powell's face is presum-ab-ly grotesque

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal, (as Darkhawk) Enhanced human
Speed: Normal, (as Darkhawk) Athlete
Flight Speed: Directed motion hovering
Stamina: Normal, (as Darkhawk) Peak human
Durability: Normal, (as Darkhawk) Metahuman regenerative
Agility: Normal, (as Darkhawk) Enhanced human
Reflexes: Normal, (as Darkhawk) Enhanced human
Fighting skills: Novice in the martial art of Kendo
Special skills: None
Superhuman physical powers: Aside from the above listed attributes, Darkhawk has the ability to project concussive Darkforce blasts and defensive force shields from his body using his amulet as a focal point; telescopic and infra-red vision; healing effect
Superhuman mental powers: None known
Special limitations: To accomplish his healing effect, Darkhawk must revert back to his human form.

Source of superhuman powers: Extra-terrestrial amulet

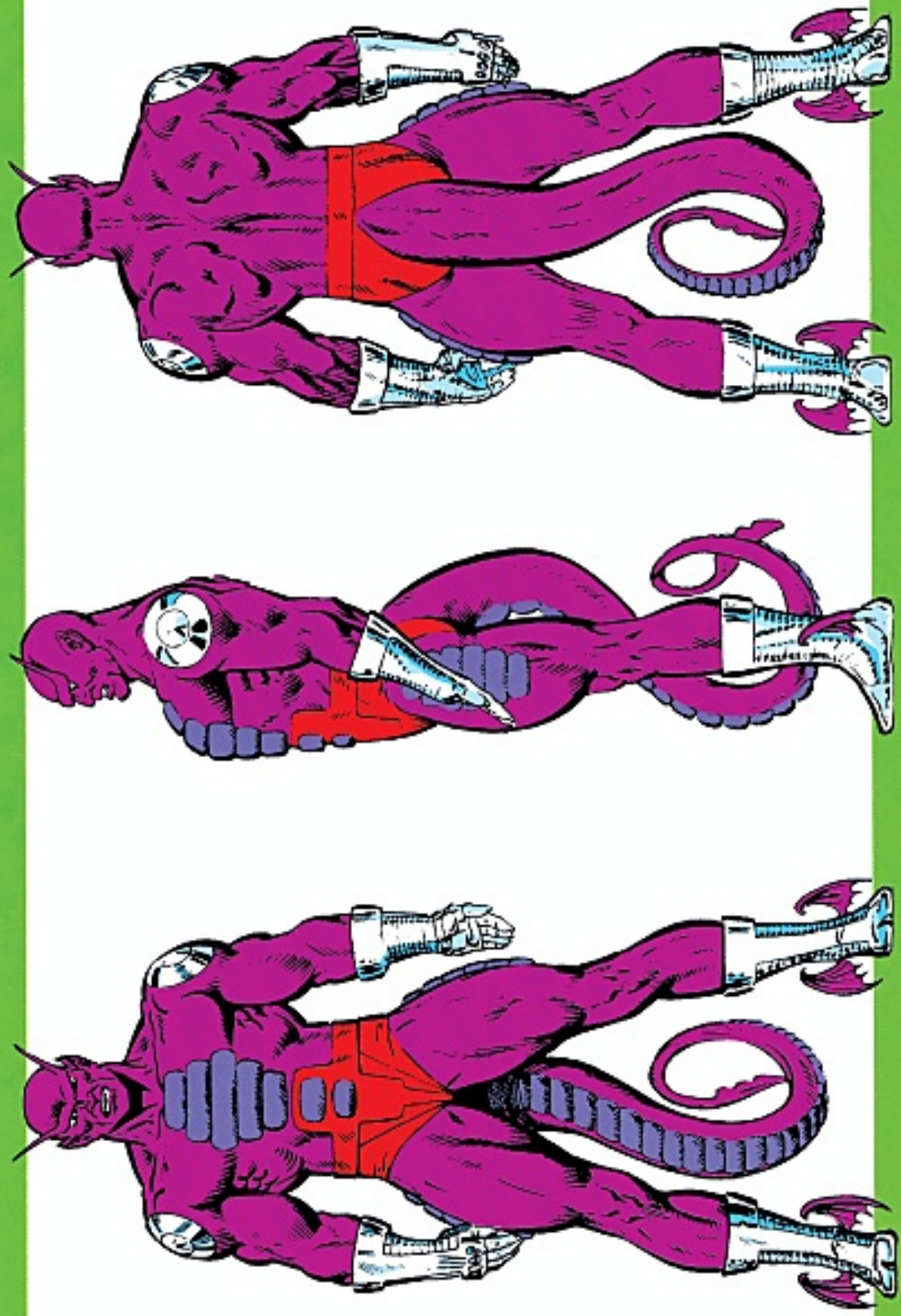
PARAPHERNALIA

Costume specifications: Alien fabric
Personal weaponry: Claw-cable on right hand which can be propelled as a grappling hook
Special weaponry: None
Other accessories: None
Transportation: Retractable glider wings enabling him to glide upon wind currents for short distances
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: DARKHAWK #1
Origin issue: DARKHAWK #1
Significant issues: DARKHAWK #1 (Chris Powell discovered extraterrestrial amulet amidst a condemned amusement park and transformed into Darkhawk); DARKHAWK #2-3 (battled Hobgoblin alongside Spider-Man); DARKHAWK #4 (fought Savage Steel); DARKHAWK #5 (battled Portal); DARKHAWK #6 (battled the U-Foes alongside Captain America and Daredevil); DARKHAWK #8 (battled Lodestone who attempted to remove his amulet); DARKHAWK #9 (battled Savage Steel alongside the Punisher); AMAZING SPIDER-MAN #353-358 (battled the cyborg Midnight, Thunderball, and the Secret Empire alongside Spider-Man, the Punisher, Night Thrasher, Nova I, and Moon Knight); DARKHAWK #10 (battled assassin's from the Foreigner's 1400 Club); DARKHAWK #11 (battled Tombstone who removed his amulet from his chest)

DARKOTH™



DARKOTH

BIOGRAPHICAL DATA

Real name: Desmond Pitt
Aliases at time of death: None
Former aliases : The Death Demon
Dual identity: Secret
Occupation at time of death: None
Former occupation: United States Air Force Major, test pilot, operative of Doctor Doom
Citizenship: United States of America
Legal status: Accused of spying, disappeared before formal charges were brought against him, now presumed deceased
Place of birth: St. Louis, Missouri
Place of death: Somewhere in near Earth orbit
Cause of death: Caught in explosion
Marital status: Widower
Known relatives: Unnamed wife (deceased), unnamed son
Known confidants: Benjamin Grimm (the Thing)
Known allies: Fantastic Four
Major enemies: Doctor Doom, Diablo
Base of operations at time of death: None
Former base of operations: Latveria
Group membership at time of death: None
Former group membership: United States Air Force
Extent of education: Degree in aeronautical engineering, Air Academy graduate with flying combat training and 1200 hours flight time, qualified for multi-engine rating

PHYSICAL DESCRIPTION

Height: (in human form) 6'2", (as Darkoth) 6' 6"
Weight: (in human form) 225 lbs., (as Darkoth) 305 lbs.
Eyes: (in human form) Brown, (as Darkoth) Blue
Hair: (in human form) Bald, (as Darkoth) None
Other distinguishing features: Purple skin, prehensile reptilian tail, small wings on his feet, fangs, antennae

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Enhanced human
Stamina: Superhuman
Durability: Metahuman
Agility: Superhuman
Reflexes: Enhanced human
Fighting skills: Military training
Special skills and abilities: Pilot
Superhuman physical powers: Superhuman strength, flight, intangibility, prehensile tail which can be used as a bludgeon or whip, fatigue-causing energy projected from "firehorn" antennae
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Bioengineering and cybernetic implantation by Doctor Doom, alchemical

potions by Diablo

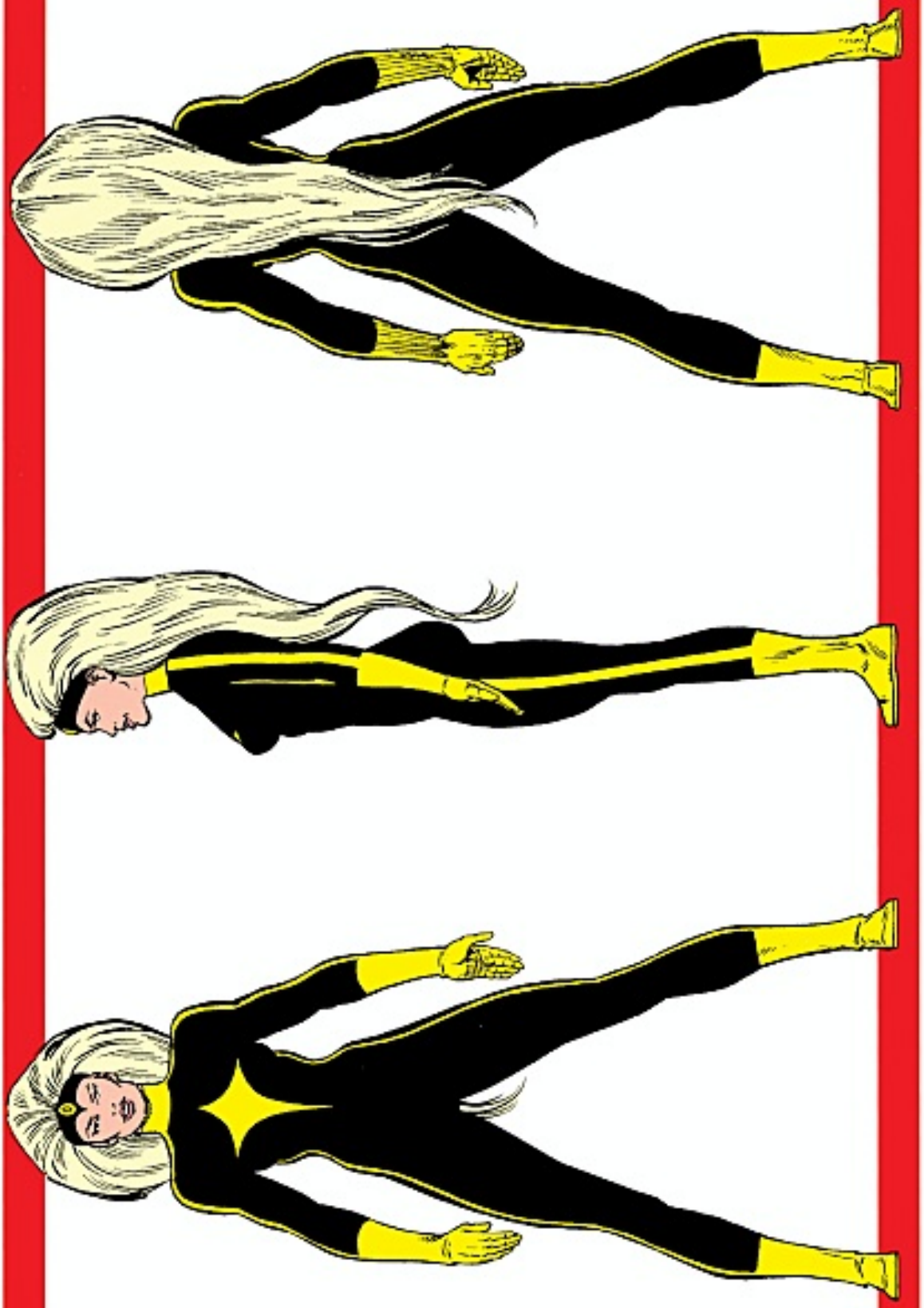
PARAPHERNALIA

Costume specifications: Conventional cloth trunks, armored gloves, boots, and shoulder guards
Personal weaponry: None
Special weaponry: Poisoned steel talons
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Doctor Doom

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #142
Origin issue: FANTASTIC FOUR #193
Significant issues: FANTASTIC FOUR #142-143 (attacked the Thing, lured him into underground fortress of Doctor Doom, taken captive, betrayed Doom and allied self with Fantastic Four, helped thwart Doom's Vibro-Bomb); FANTASTIC FOUR #193-194 (recruited by Diablo as pawn to attack Doom, stole aboard space shuttle piloted by the Thing to redirect solar generators at Doom, betrayed Diablo when he learned the Thing would also be hurt, apparently killed in solar generator explosion)

DARKSTAR™



DARKSTAR

BIOGRAPHICAL DATA

Real name: Laynia Petrovna (Krylova)
Other current aliases: Tyomni Zvezda (code name in her native tongue)
Former aliases: The Great Beast (with Ursa Major and Vanguard)
Dual identity: Secret, known to officials of the American and Soviet governments
Current occupation: Adventurer
Former occupation: Special operative of the Soviet government
Citizenship: USSR, seeking political asylum in the United States of America
Legal status: No criminal record, unofficially branded an outlaw by the Soviet government, current legal status under restructured government unrevealed
Place of birth: Minsk, USSR
Marital status: Single
Known relatives: Sergei Krylov (alias the Presence, father), Marya Krylov (mother, deceased), Nikolai Krylenko (alias Vanguard, brother)
Known confidants: Vanguard, Ursa Major, the Presence, Iceman, Gremlin II (alias Titanium Man II, deceased)
Known allies: Vanguard, Ursa Major, Captain America, Iron Man, Jack of Hearts, Rom, Starshine II, Sergei the Presence, Starlight (formerly Red Guardian II), Hulk, Griffin, Titanium Man I (deceased), Champions of Los Angeles, (formerly) Gremlin II, Crimson Dynamo IV and V
Major enemies: Dire Wraiths, Magneto, People's Protectorate (formerly Supreme Soviets), Professor Pieter Phobos, KGB, Crimson Dynamo V, Commander Arcturus of Rigel, Doctor Doom, Vanisher, Swarm, Warlord Kaa, Stranger, Possessor
Usual base of operations: Unrevealed
Former bases of operations: KGB headquarters, Moscow, USSR; Champions headquarters, Los Angeles, California; Khystym, Siberia, USSR; Avengers Hydrobase
Current group membership: Soviet Super-Soldiers
Former group membership: Champions of Los Angeles
Extent of education: College level

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 125 lbs.
Eyes: Brown
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Natural winged flight
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant, received KGB training in physical combat, also training from Black Widow

Special skills and abilities: None known
Superhuman physical powers: Ability to tap and manipulate the extradimensional Darkforce, which she can cause to behave like either matter or energy. Darkstar can project the Darkforce as a beam of solid force, or as objects possessing the density of steel. Such objects can take various forms, including rings, spheres, pincers, or columns. She can use the Darkforce to teleport herself and up to three others by creating a portal into the Darkforces dimension of origin, traveling a distance through it and reemerging. She can also use the Darkforce to fly.
Superhuman mental powers: None
Special limitations: It takes Darkstar several seconds to open a portal; hence, she is incapable of instantaneous self-teleportation. She cannot support the weight of another person while in flight
Source of superhuman powers: Genetic mutation

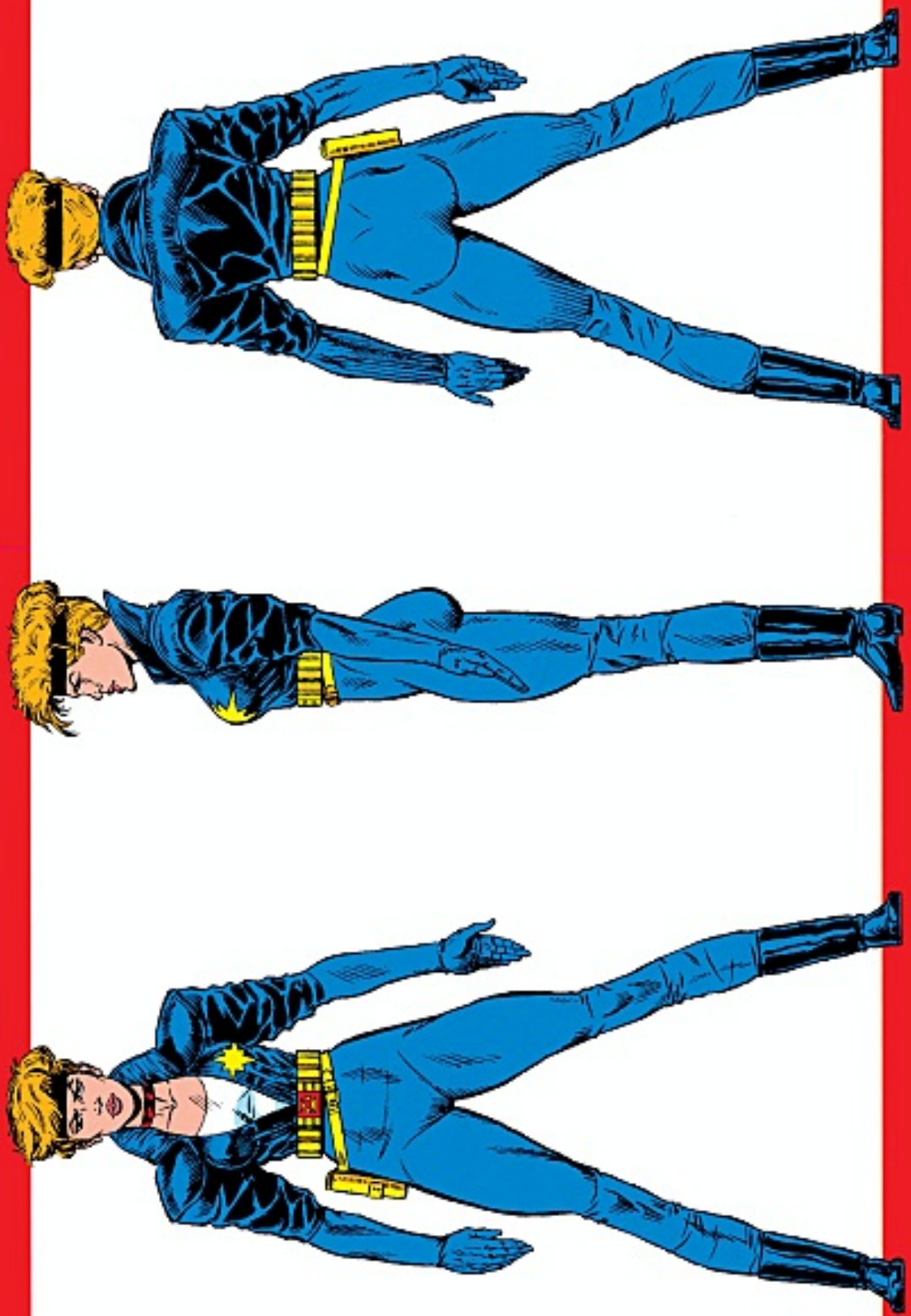
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric insulated against cold
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight and teleportation under own power
Design and manufacture of paraphernalia: Soviet government

BIBLIOGRAPHY

First appearance: CHAMPIONS #7
Origin issue: INCREDIBLE HULK #259
Significant issues: IRON MAN #109, 112 (as member of Soviet Super-Soldiers, fought Iron Man and Jack of Hearts on moon; aided Iron Man, Jack of Hearts, and other Soviet Super-Soldiers in battling renegade Rigellians led by Commander Arcturus); INCREDIBLE HULK #258-259 (sent with Vanguard and Ursa Major by KGB to defeat Sergei, the Presence; fought Sergei and Red Guardian II; learned that Sergei was her father and that Phobos had exploited the Soviet Super-Soldiers, aided in freeing Sergei and Starlight and defeating Phobos); ROM #45-46 (sent with other Soviet Super-Soldiers by Soviet government to Khystym to battle Gremlin, fought Rom and Starshine II; allied with Rom and Starshine II, fought Dire Wraiths, became ally of Gremlin); X-MEN VS. AVENGERS #1-3 (agreed with other Soviet Super-Soldiers to help bring Magneto to justice, fought Avengers, turned against Crimson Dynamo V); CAPTAIN AMERICA #352-353 (with Vanguard and Ursa Major, arrived at Avengers Island, asked Captain America to help them seek political asylum, was beaten nearly to death by Supreme Soviets; comatose subconscious minds of Vanguard, Darkstar, and Ursa Major formed "Great Beast" that tried kill the People's Protectorate; Vanguard, Darkstar, and Ursa Major regained consciousness and began recovery from injuries)

DAZZLER™



DAZZLER

BIOGRAPHICAL DATA

Real name: Alison Blaire
Other current aliases: None
Former aliases: The Disco Dazzler
Dual identity: Publicly known
Current occupation: Adventurer, expectant mother
Former occupation: Singer, actress, dancer, gladiator
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Gardendale, Long Island, New York
Marital status: Cohabits with Longshot
Known relatives: Carter Blaire (father, deceased), Katherine Blaire (Barbara London, mother), Bella Blaire (grandmother), Lois London (stepsister), Shatterstar II (son)
Known confidants: Longshot, Beast, Lila Cheney, Strong Guy (Guido), Ivich, (former) Roman Nekobah, Lila Cheney, Angel, Dr. Paul Janson, Harry S. Osgood, Fred Stanachek
Known allies: Longshot, X-Men, Beast, Angel (Archangel), Spider-Man, Lila Cheney, Quasar, Blue Shield, Human Torch II, Avengers, Fantastic Four, Mojo II, (former) New Mutants, Spider-Woman I
Major enemies: Enchantress, Klaw, Doctor Doom, Terrax, Nightmare, Enforcers I, Lightmaster, Grapplers, Absobing Man, Doctor Octopus, Techmaster, Moonstone II, Tatterdemalion, Juggernaut, Shadow King, Marauders, Adversary, Mister Sinister, Brood, Mr. Jip, Serpent Society, (former) Mojo, Rogue, Brotherhood of Evil Mutants IV, Malice IV, Hulk, Blackout I (deceased), Reavers (deceased), Eric Beale
Usual base of operations: "Mojoworld" (in another dimension)
Former bases of operations: New York City; later mobile, usually in Los Angeles, California; later Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Current group membership: None
Former group membership: Gladiators, X-Men
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 115 lbs
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combat-

ant, trained in unarmed combat at Xavier's school and with the Gladiators.

Special skills and abilities: Talented singer, actress, and dancer; highly skilled athlete; highly accomplished roller skater

Superhuman physical powers: Ability to convert sonic vibrations into various forms of light for a variety of effects. Can consciously control the direction, frequency (color), amplitude (intensity), and duration of the light she produces. By concentrating, she can generate a laser-like beam of light that can cut through anything. She can create a protective force field about herself with laser light that can deflect or vaporize oncoming projectiles. With effort she can even create holographic images. Her body, especially her eyes, are immune to any injurious effects of her light transducing abilities. Her powers also protect her from being deafened by loud noises

Superhuman mental powers: None

Special limitations: Although there is no limit to the Dazzler's ability to convert sound to light, there are unspecified limits to the amount of converted sound energy she can store within her body and the length of time which she can store it. Curiously, she cannot transduce her own unamplified voice into light

Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Conventional fabrics, contains devices that enable her to store sonic energy more efficiently and to gauge and focus the light she generates with greater skill

Personal weaponry: None

Special weaponry: None

Other accessories: Formerly carried a customized radio/cassette tape player to provide her with sound until she acquired the sound storing devices in her costume

Transportation: Occasionally wears a woman's size eight pair of roller blades which magnetically adheres to her boots. She can use the skates to move at high speed.

Design and manufacture of paraphernalia: Professor Charles Xavier

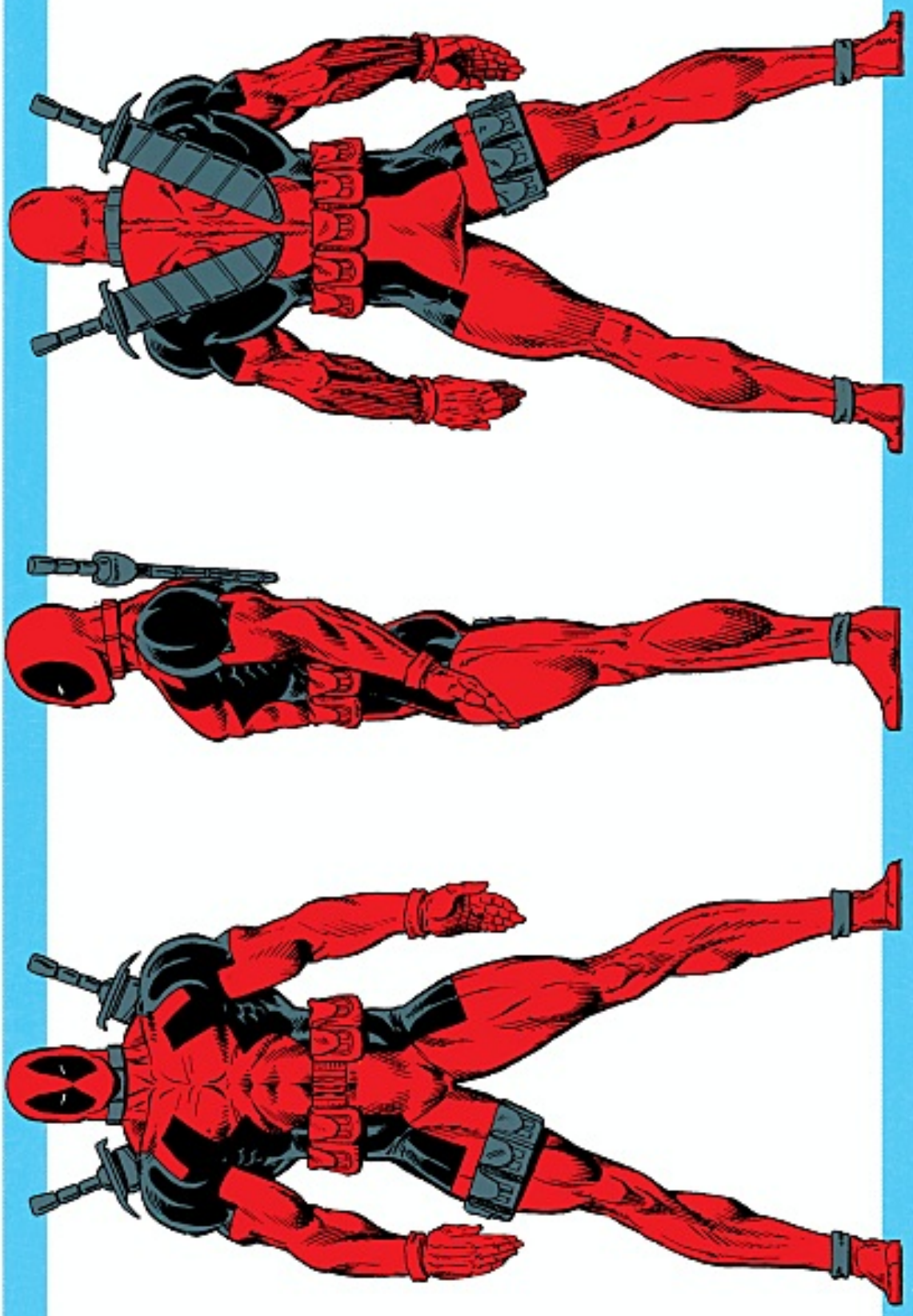
BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #130

Origin issue: DAZZLER #1

Significant issues: UNCANNY X-MEN #130-131 (aided X-Men, against Hellfire Club); AMAZING SPIDER-MAN #203 (teamed with Spider-Man against Lightmaster); DAZZLER #1-2 (first battled Enchantress); DAZZLER #3-4 (defeated by Doctor Doom, fought Nightmare); DAZZLER #5 (first met Blue Shield); UNCANNY X-MEN #148 (aided X-Men and Spider-Woman I against Caliban); DAZZLER #6-7 (battled Hulk); DAZZLER #10 (temporarily endowed with cosmic energy by Galactus, retrieved Terrax for him)

DEADPOOL™



DEADPOOL

BIOGRAPHICAL DATA

Real name: Wade (last name unrevealed)
Other current aliases: None known
Former aliases: None known
Dual identity: Secret
Current occupation: Mercenary, assassin
Former occupation: None known
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Mr. Tolliver
Major enemies: Cable, Domino, X-Force, Vanessa (Domino impostor), Weapon X II (Kane), Colonel George Washington Bridge
Usual base of operations: Unrevealed
Former bases of operations: Tolliver home in mountains of Christino on island of Sardenya, Italy
Current group membership: None
Former group membership: Department H's Weapon X program
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 210 lbs.
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: None known

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Extraordinary hand-to-hand combatant, skilled in various unarmed combat techniques, excellent marksman, highly skilled with bladed weapons
Special skills and abilities: Master of assassination techniques
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Unrevealed techniques employed by the Weapon X program

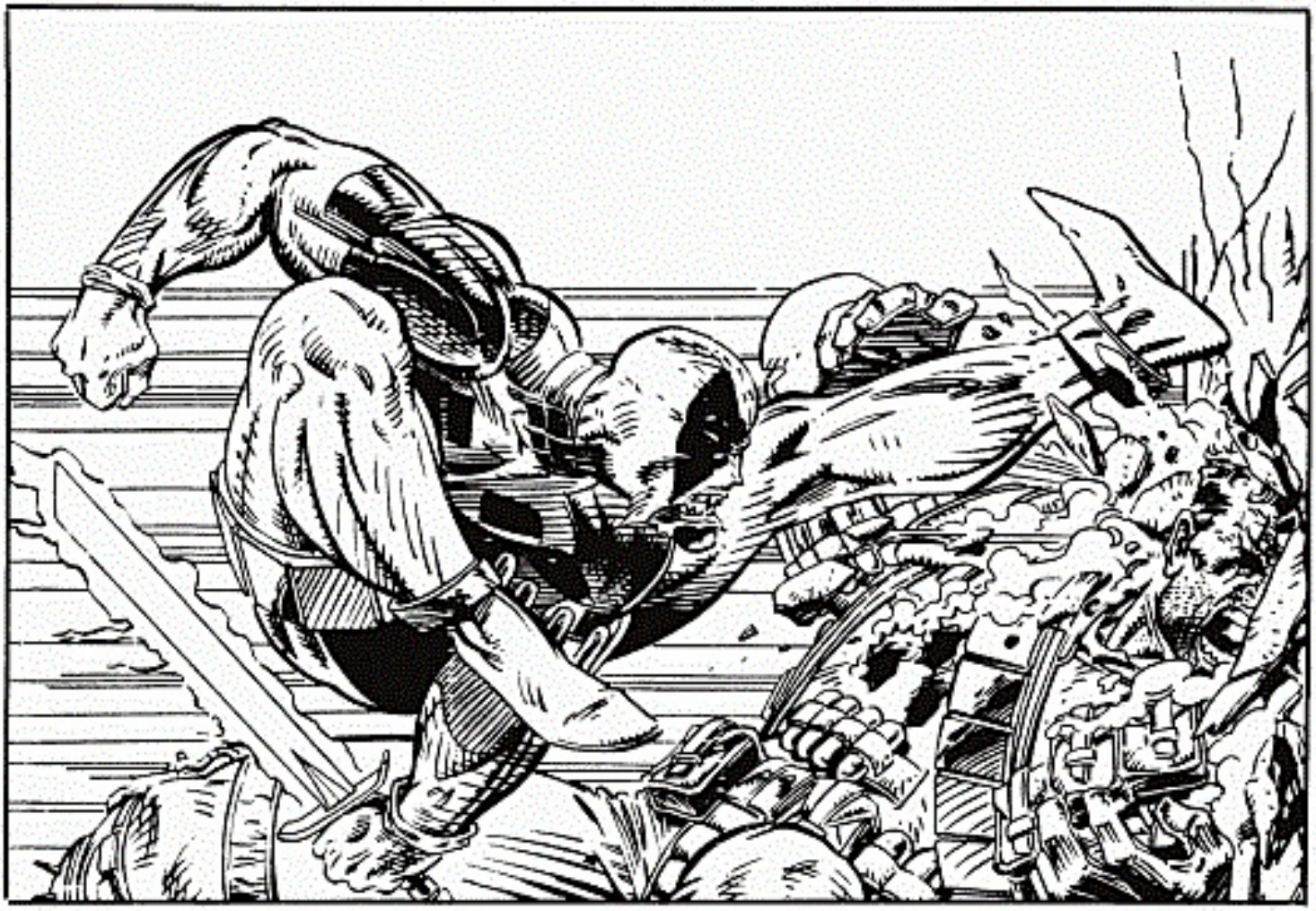
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Guns, daggers, and bladed weapons charged with unidentified form of energy
Special weaponry: Neural disruptor net that can even penetrate Cannonball's blast field
Other accessories: None known
Transportation: Costume contains tele-

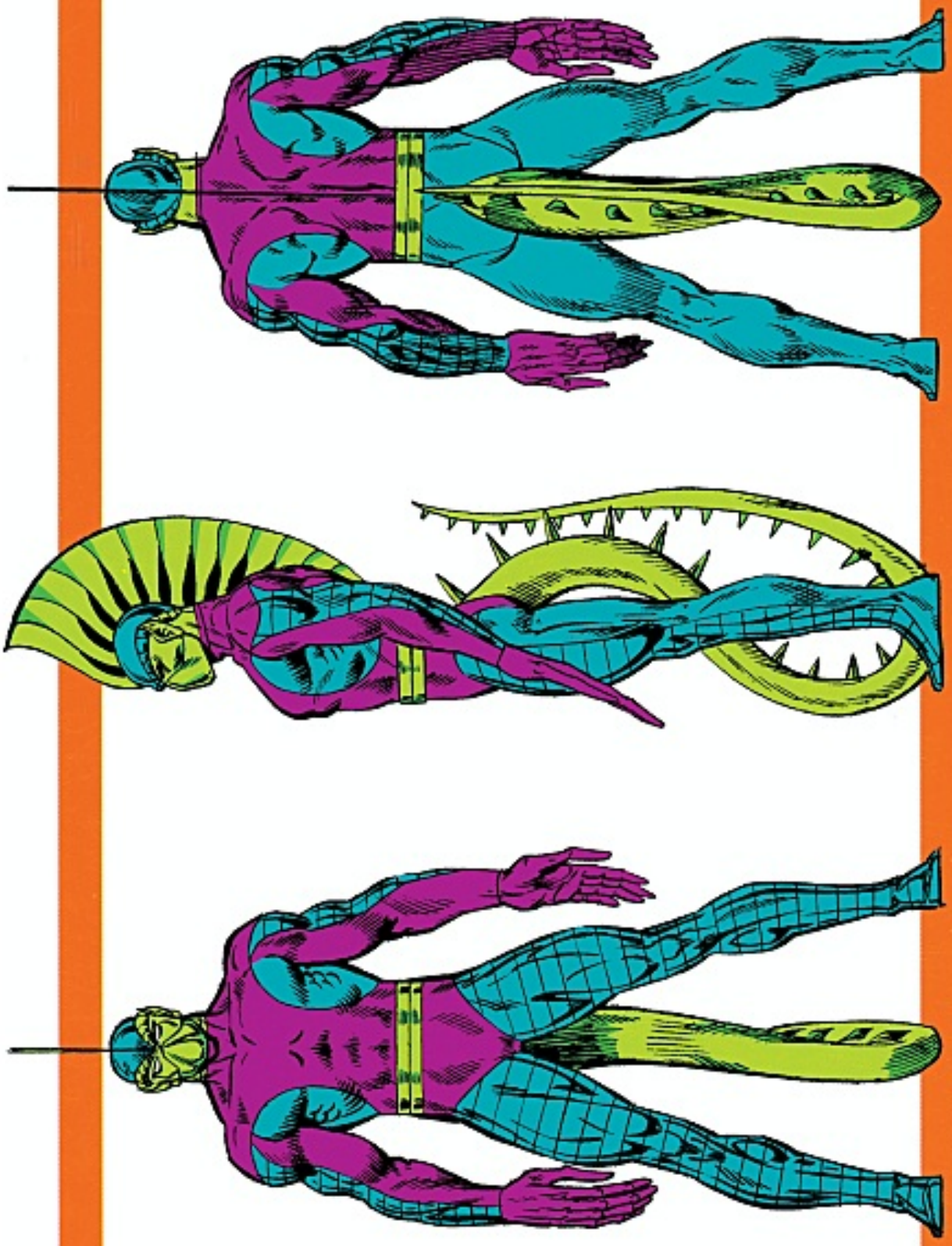
portation devices, range unrevealed
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: NEW MUTANTS #98
Origin issue: Deadpool's origin is as yet unrevealed.
Significant issues: NEW MUTANTS #98 (on assignment from Mr. Tolliver, attempted to kill Cable, first battled New Mutants, was defeated by Vanessa [as Domino], sent back to Tolliver); X-FORCE #2 (assigned by Tolliver to steal software in Canada, defeated in combat by Kane, shot by G.W. Bridge, teleported to safety); X-FORCE #10-11 (assigned by Tolliver to hunt down Vanessa, overcame Siryn and Shatterstar II, battled and defeated Vanessa); X-FORCE #14-15 (stabbed Vanessa, nearly killing her; assigned by Tolliver to kill Cable, battled Cable, shot by real Domino, revived);



DEATH ADDER™



DEATH ADDER

BIOGRAPHICAL DATA

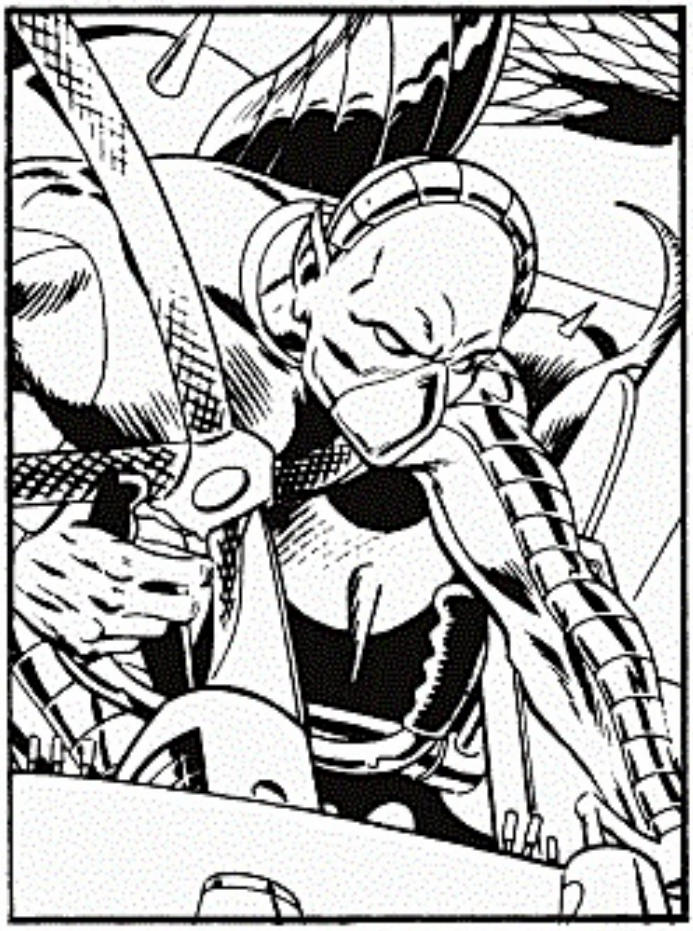
Real name: Roland Burroughs
Other aliases at time of death: None
Former aliases: None
Dual identity: Secret
Occupation at time of death: Professional criminal
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Rochester, New York
Place of death: New York City
Cause of death: Gunshot wound
Marital status: Single
Known relatives: None
Known confidants: Sidewinder
Known allies: The Serpent Squad III, the Serpent Society
Major enemies: The Thing, Iron Man, Captain America
Usual base of operations: Serpent Society Headquarters, upstate New York
Former bases of operations: Brand Corporation's Mutagenics Laboratory
Group membership at time of death: Serpent Society
Former group membership: Serpent Squad III (Anaconda, Black Mamba, Sidewinder)
Extent of education: College degree in engineering

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 151 lbs.
Eyes: Blue-green
Hair: Unrevealed
Other distinguishing features: Unrevealed

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Enhanced human
Speed: Athlete
Water Speed: Superhuman
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Moderate experience at hand to hand combat
Special skills and abilities: Unrevealed
Superhuman physical powers: Death Adder was amphibious, able to breathe underwater through artificial gills as well as breathing on land through his nose. His anatomy was bionically bolstered to be able to withstand the ocean depths. His eyes were augmented to be able to see clearly in the murky depths of the ocean. He had a bionic tail which he could control like a fifth limb.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Mutagenic experimentation



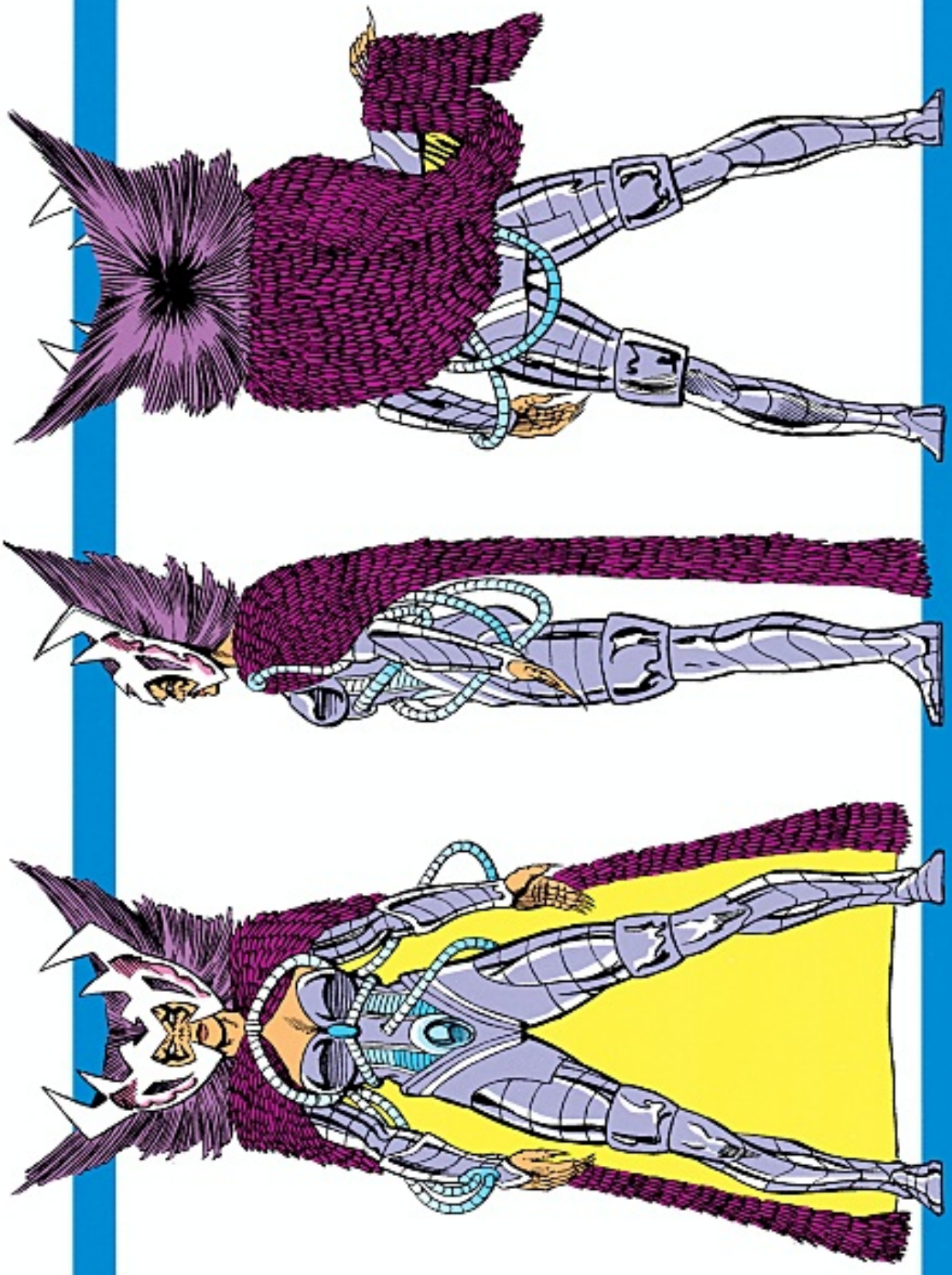
PARAPHERNALIA

Costume specifications: Lightweight full body armor which included special spike-studded casing for his tail and titanium talons on his gloves
Personal weaponry: Death Adder used his tail and talons offensively. He sometimes filled the reservoirs in each of his gloved fingers with snake venom which could be squeezed through a tiny hole in each of his talons. These fingers could be pneumatically elongated from 8 to 15 inches in length.
Special weaponry: Unrevealed
Other accessories: None
Transportation: Serpent Saucer
Design and manufacture of paraphernalia: (armor) Brand Corporation; (saucer) Advanced Idea Mechanics

BIBLIOGRAPHY

First appearance: MARVEL TWO-IN-ONE #64
Origin issue: Death Adder's origin is as yet unrevealed.
Significant issues: MARVEL TWO-IN-ONE #64-65 (alongside Serpent Squad III, employed be Roxxon Oil Company to recover the Serpent Crown from the Atlantic Ocean, battled the Thing, Stingray, and Triton);IRON MAN #160 (hired by unrevealed parties to sabbotage Tony Stark's automated animal-feeder, battled Iron Man); CAPTAIN AMERICA #308 (invited by Sidewinder to join Serpent Society); CAPTAIN AMERICA #310 (attended organizational meeting of the Serpent Society); CAPTAIN AMERICA #313 (participated in hunt for Modok, poisoned Modok by scrapes of his talons, encountered Captain America); CAPTAIN AMERICA #315 (battled Captain America alongside the Serpent Society); CAPTAIN AMERICA #318 (assassinated by Scourge in guise of a cab driver, his body was recovered by Sidewinder)

DEATHBIRD™



DEATHBIRD

BIOGRAPHICAL DATA

Real name: Unrevealed (presumably her family name is Neramani)
Other current aliases: None known
Former aliases: None
Dual identity: Secret; the general populace of Earth is unaware that Deathbird is an alien
Current occupation: Regent of the former Kree Empire
Former occupation: Majestrix-Shi'ar (empress of Shi'ar Imperium)
Citizenship: Shi'ar Empire
Legal status: Former exile from the Shi'ar Empire, exile later revoked
Place of birth: The Aerie (now known as Chandilar, native world of the Shi'ar)
Marital status: Single
Known relatives: Lilandra (sister), D'Ken Neramani (brother, deceased), Blacklight, White Noise (alleged relatives)
Known confidants: None
Known allies: Starforce, (former) The Brood, Modok, Lord Samedar, Fang, Warstar, X-Men, Lila Cheney, Imperial Guard
Major enemies: Lilandra, Warskrulls, X-Men, Hawkeye (Goliath II), Excalibur, (former) Ms. Marvel I (Binary), Imperial Guard
Usual base of operations: Hala, former Kree Empire
Former bases of operations: Chandilar, Shi'ar Empire
Current group membership: Praetor of Starforce
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 180 lbs
Eyes: White
Feathers: Mauve
Other distinguishing features: The Shi'ar possess both avian and mammalian physical characteristics. Hence, Deathbird has feathers instead of hair atop her head, and has mammary glands. Moreover, Deathbird is a genetic throwback and has wings attached from armpit to wrist. Her wingspread is 18 feet. She has talon-like fingernails with extraordinary tensile strength that she can use to slice through wood or glass and to score steel.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced human
Flight speed: Natural winged flight
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, trained in Shi'ar methods of armed and unarmed combat, skilled at hurling javelins
Special skills and abilities: Cunning military strategist

Superhuman physical powers: None, other than those listed above
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic throwback member of the alien race Shi'ar

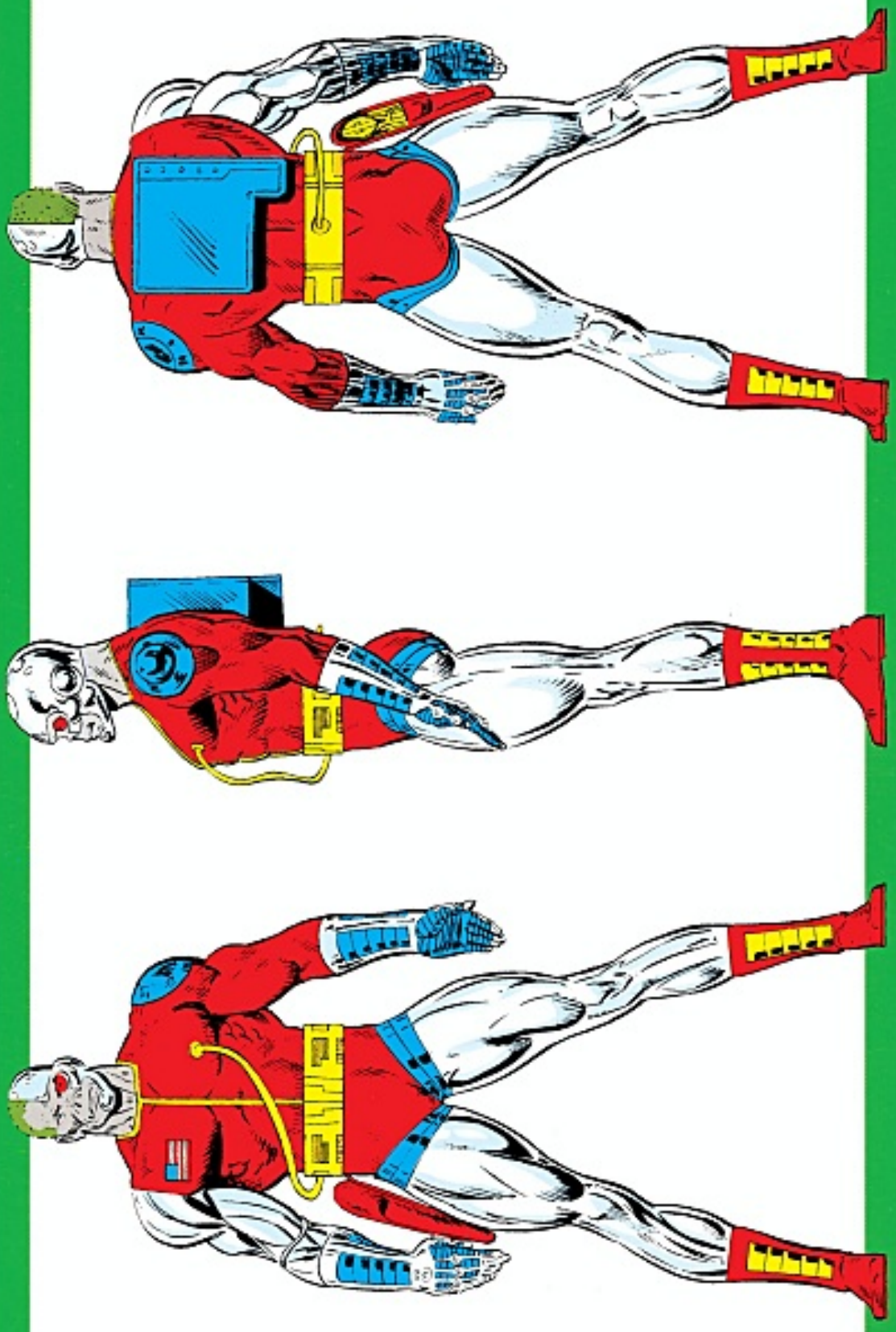
PARAPHERNALIA

Costume specifications: Battle armor of unknown composition, Shi'ar fabrics
Personal weaponry: A variety of javelins, some of which are designed for specific offensive effects. Carries the javelins as eight-inch quills on twin wrist-bands; when removed from its sheath, a quill will telescope to about four times its original length. Her standard javelin can be used as a spear-like projectile to wound or kill her foes. She has also used a javelin that emits noxious, acrid fumes upon impact. Some of Deathbird's javelins are so designed that when their tips touch they emit a powerful, repeating 35,000 volt electrical charge.
Special weaponry: Large Shi'ar advanced one-man energy cannons
Other accessories: None
Transportation: Shi'ar starships for interstellar travel, teleportation using Shi'ar technology; Flight under own power in atmospheres
Design and manufacture of paraphernalia: Shi'ar scientists, technicians, and craftsmen

BIBLIOGRAPHY

First appearance: MS. MARVEL #9
Origin issue: Deathbird's origin is as yet unrevealed.
Significant issues: MS. MARVEL #9 (battled Ms. Marvel on Earth, allied with Modok); AVENGERS #189 (battled Hawkeye on Earth); UNCANNY X-MEN #155-157 (teamed with Lord Samedar and renegade Imperial Guardsmen in attempted coup); UNCANNY X-MEN #161-162, (deposed Lilandra with aid of Brood); X-MEN SPOTLIGHT ON: STARJAMMERS #1-2 (contended with Starjammers and Excalibur, sought to capture Phoenix II, nearly killed by Lilandra in combat); UNCANNY X-MEN #274-277 (deposed by Lilandra and Starjammers, aided X-Men and Lila Cheney in overthrowing Warskrulls who had taken over Shi'ar Empire); AVENGERS #346 (assassinated Kree leaders Ael-Dann and Dar-Benn); IRON MAN #279 (captured by Goliath II [Hawkeye]); AVENGERS #347 (appointed viceroy of defeated Kree Empire and made leader of Starforce by Lilandra); QUASAR #35 (led Starforce in confrontation with Quasar)

DEATHLOK™



DEATHLOK I

BIOGRAPHICAL DATA

Real name: Luther Manning
Other current aliases: The Demolisher
Former aliases: None
Dual identity: None; Deathlok I's existence is unknown to the general populace of present-day Earth.
Current occupation: Unrevealed
Former occupation: Colonel, U.S. Army, retired; mercenary assassin; CIA agent
Citizenship: United States of America
Legal status: No criminal record; officially dead as of 1985 (in an alternate reality)
Place of birth: Detroit, Michigan
Marital status: Separated
Known relatives: Janice Manning Travers (estranged wife), Richard Manning (son)
Known confidants: (former) Mike Travers
Known allies: Godwulf, Spider-Man, Devil-Slayer, the Fantastic Four, Nick Fury, SHIELD I, Captain America
Major enemies: Simon Ryker, Hellinger, Mentallo, the Fixer, Roxxon Corporation
Usual base of operations: Mobile
Former bases of operations: New York area in an alternate reality
Current group membership: None
Former group membership: Central Intelligence Agency
Extent of education: Military academy graduate

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 395 lbs.
Eyes: (organic) Brown, (artificial) Red
Hair: Grey-brown
Other distinguishing features: The right arm and left half of his face is an armored cybernetic implant.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Formidable hand-to-hand combatant; proficient with knives, daggers, handguns, laser pistols
Special skills and abilities: Brilliant military strategist
Superhuman physical powers: Aside from the above listed attributes, None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Human brain transplanted into cyborg body

PARAPHERNALIA

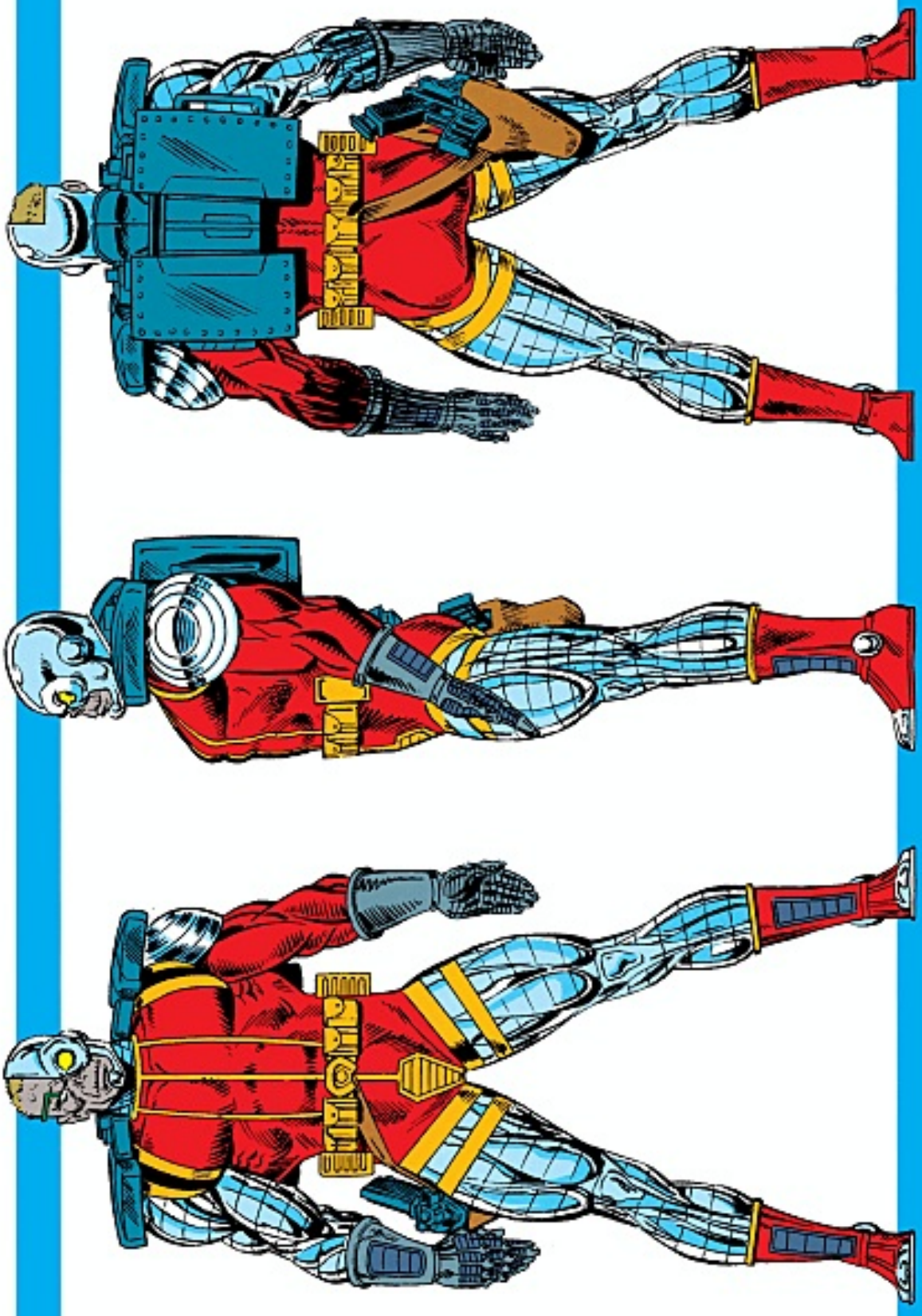
Costume specifications: Woven metal-mesh body suit of considerable durability
Personal weaponry: Helium-neon laser pistol, 9" throwing dagger
Special weaponry: None
Other accessories: None

Transportation: Conventional sources
Design and manufacture of paraphernalia: Harlan Ryker

BIBLIOGRAPHY

First appearance: ASTONISHING TALES #25
Origin issue: ASTONISHING TALES #25
Significant issues: ASTONISHING TALES #25 (rebuilt in cyborg body by Harlan Ryker, escaped from Simon Ryker's control); MARVEL FANFARE #4 (dreamed he had regained his humanity); ASTONISHING TALES #26-27 (battled Simon Ryker and War-Wolf I, first encountered his wife and son after becoming a cyborg); ASTONISHING TALES #28, 30 (battled Simon Ryker's Super-Tank); ASTONISHING TALES #32 (began hunt for "cyborg doctor"); ASTONISHING TALES #33-35 (battled Simon Ryker as the Savior Machine; mind transferred into Luther Manning clone); MARVEL TEAM-UP #46 (alongside time-traveling Spider-Man, battled mutants); ASTONISHING TALES #36 (began working for CIA, first encountered Godwulf, sent back in time); MARVEL SPOTLIGHT Vol. 1 #33 (battled Devil-Slayer; alongside Devil-Slayer, battled demons); MARVEL TWO-IN-ONE #26-27 (controlled by Mentallo and the Fixer, sent to assassinate the President, battled the Thing and Nick Fury); MARVEL TWO-IN-ONE #28 (became catatonic, taken to England for treatment by the Thing); MARVEL TWO-IN-ONE #34 (cured by Louis Knort, taken into custody by Nick Fury); MARVEL TWO-IN-ONE #54 (rebuilt by Roxxon as a robot, sent to sabotage Project: Pegasus, battled the Thing and Quasar, self-destructed); CAPTAIN AMERICA #286-288 (working for the Brand Corporation, battled Captain America and time-traveling Luther Manning clone; alongside Captain America, Godwulf, and the Redeemers, battled Hellinger); DEATHLOK Vol. 2 #25-26 ("mainstream" timeline Luther Manning dreamed he was Deathlok I); DEATHLOK Vol. 2 #27 ("mainstream" timeline Luther Manning charged with temporal energy by Timestream); DEATHLOK Vol. 2 #29 (recruited by Timestream); DEATHLOK Vol. 2 #31-34 (alongside Timestream and "mainstream" timeline Luther Manning, battled Deathlok III, Siege and Godwulf)
Note: Luther Manning/Deathlok I is not to be confused with Michael Collins/Deathlok III or John Kelly/Deathlok II, now called Siege.

DEATHLOK™



DEATHLOK III

BIOGRAPHICAL DATA

Real name: Michael Collins
Other current aliases: Doctor Donut
Former aliases: "Robot Vigilante"
Dual identity: Secret
Current occupation: Adventurer/computer consultant and troubleshooter
Former occupation: Computer systems programmer, cybernetics specialist
Citizenship: United States of America
Legal status: No criminal record in the U.S., record of criminal activity suppressed by SHIELD II
Place of birth: Philadelphia, Pennsylvania
Marital status: Married
Known relatives: Tracy Collins (wife), Nicholas Collins (son), unnamed daughter, Arlene (sister-in-law), Bill Collins (brother)
Known confidants: Tracy Collins, Nicholas Collins, Jesus Badalamente, Jim Dworman, (former) Nick Fury
Known allies: Fantastic Four, X-Men, Misty Knight, Punisher, Silver Sable, Sleepwalker, Daredevil, Emperor Richardson, (former) Nick Fury
Major enemies: Harlan Ryker, Clayton Burr, Roxxon, Mainframe, Ben Jacobs, Mechadoom (deceased), Silvermane, Biohazard, Moses Magnum, Timestream
Usual base of operations: Coney Island, New York
Former bases of operations: Mobile
Current group membership: Freelance operative for Silver Sable Inc.
Former group membership: Freelance operative for SHIELD II
Extent of education: Advanced degree in computer science and prosthetics

PHYSICAL DESCRIPTION

Height: 7' 2"
Weight: 825 lbs.
Eyes: Brown
Feathers: Light brown
Other distinguishing features: Deathlok possesses a massive cyborg body. The right half of his face is in a semi-decomposed state. The left half of his face is in an armored cybernetic implant. His robotic left eye is bright yellow. Deathlok has two toes on each foot.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 100
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Poor natural hand-to-hand combatant; relies on computer-guided combat routines. Under computer control, Deathlok is an excellent hand-to-hand combatant with an extensive database of combat techniques and strategies
Special skills and abilities: Excellent computer programmer. Deathlok's onboard computer system contains the down-

loaded contents in excess of 17 Cray mainframe computers, and can provide him with detailed information on a wide variety of subjects.

Superhuman physical powers: Aside from the above listed attributes, Deathlok possesses a broad spectrum of visual and auditory powers. Deathlok has the ability to interface with virtually any computer system, and, by expanding his sensory perceptions into "cyberspace", to communicate with such systems in machine code.

Superhuman mental powers: None

Special limitations: Deathlok's simplified digestive system can only absorb a liquid nutrient formula. He cannot digest ordinary food

Source of superhuman powers: Human brain transplanted into cyborg body

PARAPHERNALIA

Costume specifications: Woven metal-mesh body suit of considerable durability

Personal weaponry: Deathlok carries a plasma pistol which draws its energy from his internal power source. Thus, the weapon can only be fired if in contact with the outlets in Deathlok's hand. Deathlok also possesses a collapsible plasma rifle capable of greater firepower with the same limitations, a supply of fragmentation plasma grenades, and a molybdenium steel knife

Special weaponry: A wrist bracelet that allows Deathlok to override similar cybernetic operating systems

Other accessories: (former) An adamantium/vibranium alloy shock dampening helmet.

Transportation: A refitted Cybertek Dragonfly fighter with a range of several hundred miles, conventional sources of transportation

Design and manufacture of paraphernalia: Cybertek scientists including William Hansen, Ben Jacobs, Stanley Cross, Dr. Hu, Jim Dworman and Michael Collins, later modified by Michael Collins/Deathlok

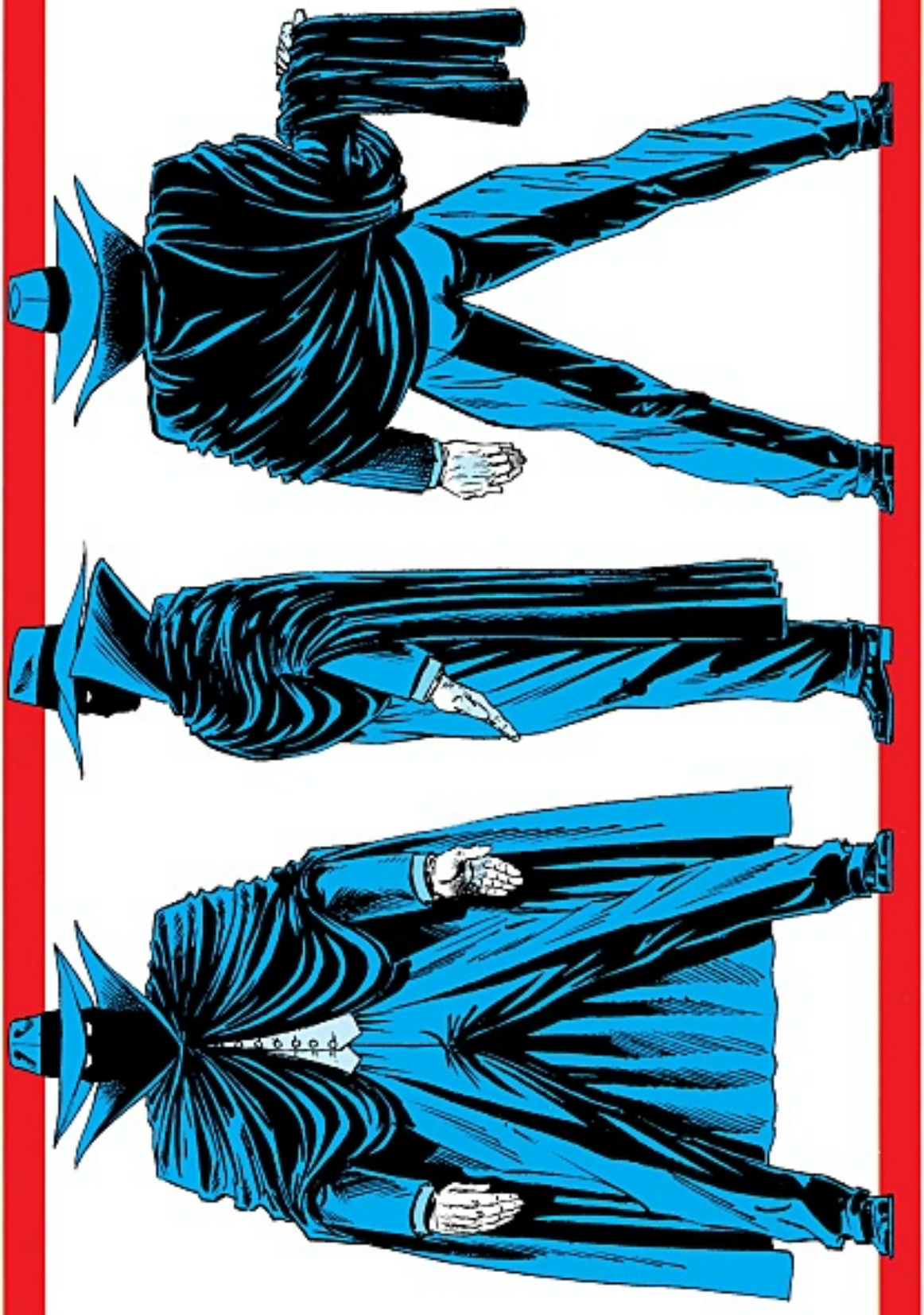
BIBLIOGRAPHY

First appearance: DEATHLOK Vol. 1 #1

Origin issue: DEATHLOK Vol. 1 #1, DEATHLOK Vol. 2 #14

Significant issues: DEATHLOK Vol. 1 #1 (brain transplanted into cyborg body by agents of Harlan Ryker, took control of body, escaped); DEATHLOK Vol. 1 #2 met Jesus Badalamente, battled Mainframe); DEATHLOK Vol. 1 #3 (learned that human body was still alive, first encountered Nick Fury and SHIELD II); DEATHLOK Vol. 1 #4 (human body hidden by Harlan Ryker; with Nick Fury and SHIELD II, prevented nuclear strike on United States); DEATHLOK Vol. 2 #2-5 (with Fantastic Four, X-Men and Misty Knight, battled Mechadoom); DEATHLOK Vol. 2 #6-7 (first met Punisher, battled Silvermane); DEATHLOK Vol. 2 #11 (first met Moses Magnum); DEATHLOK Vol. 2 #12 (revealed his existence to his family)

DEATH-STALKER™



DEATH-STALKER

BIOGRAPHICAL DATA

Real name: Philip Wallace Sterling
Aliases at time of death: None
Former aliases: The Exterminator; Death's Head II
Dual identity: Secret
Occupation at time of death: Professional criminal
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Riverdale, the Bronx, New York
Place of death: St. Stephens Cemetary, New York City
Cause of death: Accidentally rematerialized inside gravestone
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: The Ani-Men (Ape-Man I, Cat-Man I, Bird-Man I)
Major enemies: Daredevil
Base of operations at time of death: New York City
Former bases of operations: None
Group membership at time of death: None
Former group membership: Former leader of the Unholy Three
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 185 lb
Eyes: Blue
Hair: White
Other distinguishing features: Death-Stalker's skin was chalk-white

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Basic hand-to-hand combatant
Special skills and abilities: Death Stalker was a brilliant criminal mastermind, in addition to being an accomplished inventor and scientist with extensive knowledge of advanced scientific apparatus
Superhuman physical powers: Death-Stalker normally existed in a dimension congruent to Earth. While in this realm, he could watch and listen to events on Earth without being observed from Earth by any means. By willing himself to do so, he could cause himself to shift into the Earth dimension to varying degrees. He could become visible, but intangible, or visible and tangible as he desired. He could shift from one state to the other instantaneously. Also, while completely in his interdimensional state, he could cover distances more rapidly, enabling

him to disappear from one Earth location and reappear at another far sooner than if he had traversed that same distance on Earth.
Superhuman mental powers: None
Special limitations: Death-Stalker could not continuously manifest in the dimension of Earth for more than several hours at a time.
Source of superhuman powers: Accidental exposure to "T-radiation"

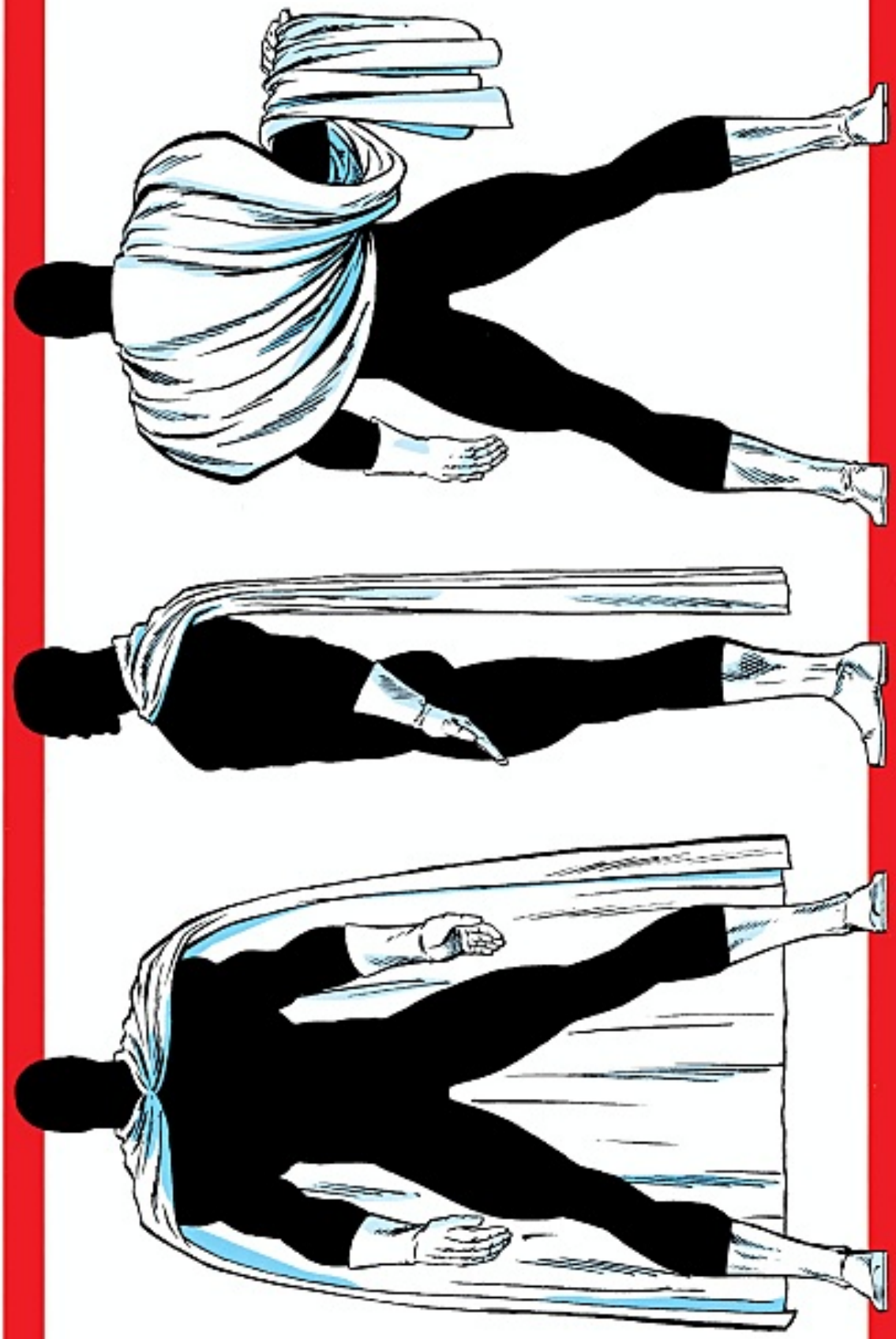
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: A "cybernetic death-grip" device, worn in his gloves, which emitted a lethal dose of microwave radiation when activated by mental command, killing any living creature in contact with it. Death-Stalker had to fully materialize on Earth for it to be effective.
Special weaponry: None
Other accessories: None
Transportation: Interdimensional travel
Design and manufacture of paraphernalia: Advanced Idea Mechanics

BIBLIOGRAPHY

First appearance: (as Exterminator) DAREDEVIL #39, (as Death-Stalker) DAREDEVIL #113
Origin issue: DAREDEVIL #158
Significant issues: DAREDEVIL #39-41 (adopted identity of the Exterminator; led the Unholy Three in a series of criminal activities; battled Daredevil; apparent death after the explosion of the "time displacement ray" device); DAREDEVIL #113-115 (first appeared in identity of Death-Stalker; allied with Gladiator I against Daredevil; traveled to Florida Everglades in search of papers relating to Ted Sallis's experiments; encountered Man-Thing); DAREDEVIL #128 (stole ancient Lemurian crystal lenses from the Museum of Modern Art; battled Daredevil); DAREDEVIL #138/GHOST RIDER Vol. 1 #20 (masqueraded as Death's Head II; battled Daredevil and the Ghost Rider I); DAREDEVIL #148 (assembled a large gathering of of criminals to take part in an undisclosed plan; battled Daredevil); DAREDEVIL #152 (stole scientific apparatus from Stark International); DAREDEVIL #155-158 (plotted destruction of Daredevil; attempted to kill Daredevil while the crimefighter was hospitalized; battled Avengers; ordered second Unholy Three to abduct Matt Murdock; origin revealed; murdered second Unholy Three; battled Daredevil; died when he accidentally materialized while inside solid matter)

DEATHURGE™



DEATHURGE

BIOGRAPHICAL DATA

Real name: Deathurge
Other current aliases: None
Former aliases : None known
Dual identity: None; the general populace of Earth is unaware of Deaturge's existence
Current occupation: Herald of Oblivion
Former occupation: Servant of Maelstrom
Citizenship: Inapplicable
Legal status: None
Place of birth: Unrevealed, possibly inapplicable
Marital status: Unrevealed, possibly inapplicable
Known relatives: None, possibly inapplicable
Known confidants: None, possibly Oblivion
Known allies: Oblivion, (formerly) Maelstrom, Maelstrom's Minions (Helio, Phobius, Gronk)
Major enemies: Quasar, Ghost Rider II, Whizzer II, Hyperion I, Doctor Spectrum I
Usual base of operations: The realm of certain abstract entities, including Oblivion; presumably Deathurge operates throughout the universe
Former bases of operations: Maelstrom's underground headquarters, location unrevealed
Current group membership: None
Former group membership: Maelstrom's Minions
Extent of education: Unrevealed, possibly inapplicable

PHYSICAL DESCRIPTION

Height: Unrevealed, apparently 6' 2"
Weight: Unrevealed
Eyes: Unrevealed, possibly inapplicable
Hair: Unrevealed, possibly inapplicable
Other distinguishing features: Deathurge appears as a humanoid with non-reflective ebony body garbed with white cape gloves, and boots.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Unrevealed, probably Athlete
Speed: Unrevealed, probably Athlete
Flight Speed: Unrevealed, at least Subsonic
Stamina: Unrevealed, possibly Immeasurable
Durability: Unrevealed
Agility: Unrevealed, possibly enhanced human
Reflexes: Unrevealed, possibly enhanced human
Fighting skills: Good hand-to-hand combatant, skilled at archery and with throwing weapons, no known training
Special skills and abilities: None known
Superhuman physical powers: Besides the above listed attributes, Deathurge has the ability to become intangible, the ability to form objects and weapons from his

body's substance (such as spears, axes, and bows and arrows). On striking a victim, the weapon causes blackness to spread over the victim's body. When the victim is entirely covered by the blackness he/she dies. He can also fly by the use of skis created from his body and has the ability to survive unprotected in hostile environ-ments

Superhuman mental powers: Psychic ability to detect suicidal urges within the minds of sentient beings. Limited telepathic abilities enabling him to learn the languages of sentient beings with whom he communicates

Special limitations: Deathurge is unharmed by energy attacks of beings in the grip of suicidal urges, but can be harmed by energy attacks of beings filled with a desire to live

Source of superhuman powers: Unrevealed

Note: It has not been revealed whether Deathurge is a supernatural being, a superhuman being, an abstract, conceptual entity, or an aspect of Oblivion. Deathurge speaks of himself as the embodiment of the urge for self-destruction found within sentient beings.

PARAPHERNALIA

Costume specifications: Unrevealed

Personal weaponry: Various throwing weapons created from the substance of his body

Special weaponry: None

Other accessories: None known

Transportation: Flight under own power; possible self-teleportation power

Design and manufacture of paraphernalia: Inapplicable

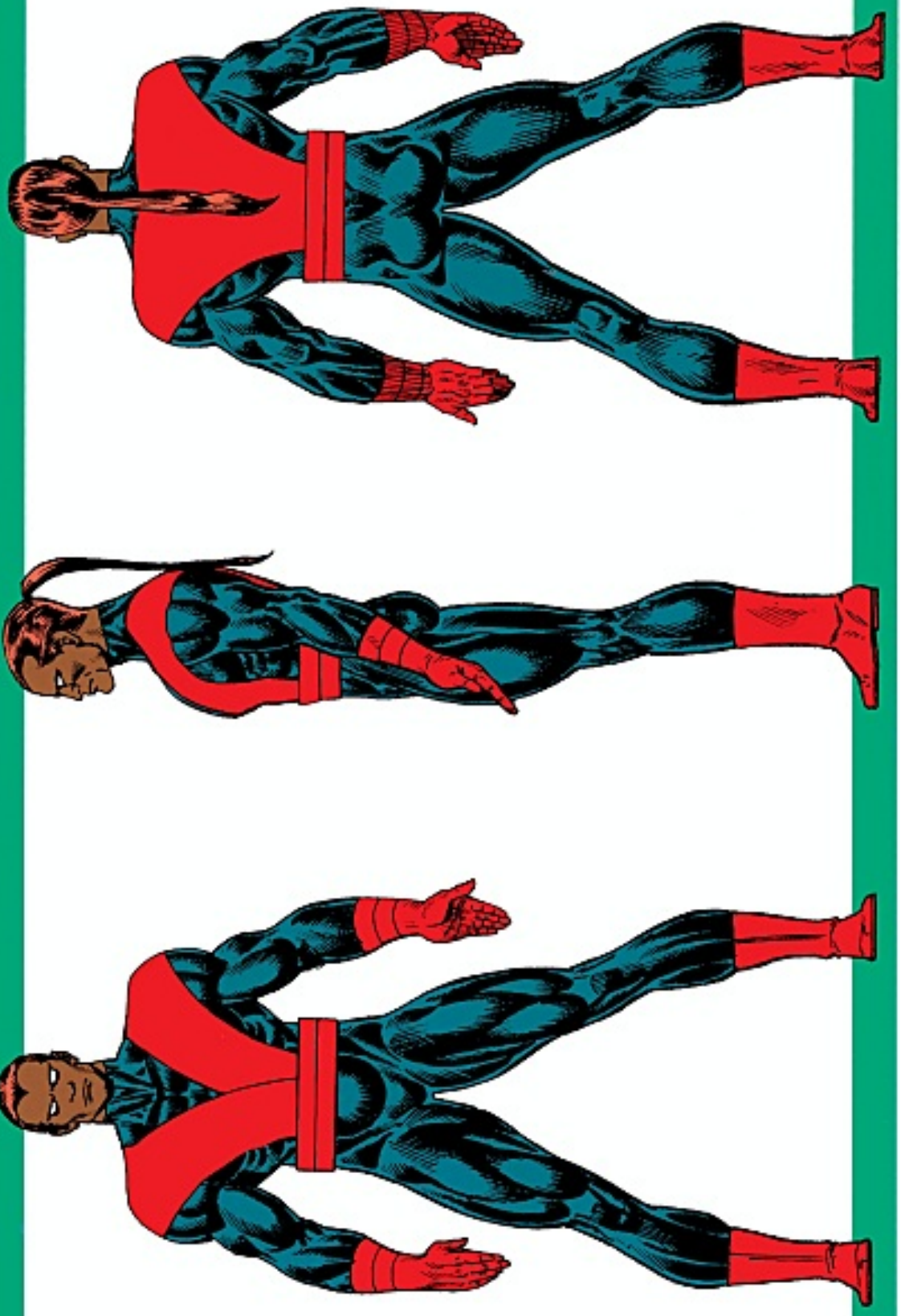
BIBLIOGRAPHY

First appearance: MARVEL-TWO-IN-ONE #72

Origin issue: Deathurge's origin is as yet unrevealed.

Significant issues: MARVEL-TWO-IN-ONE #72 (on Maelstrom's orders, killed Maelstrom and his minions who were later cloned); AVENGERS #248-249 (slew Maelstrom again, encountered Captain Marvel II; attended Maelstrom's resurrection within another cloned body, was dismissed from Maelstrom's service); QUASAR #2 (encountered Quasar on Uranus; revealed himself to be the herald of Oblivion; recounted how he had destroyed the Uranian Eternal's protective dome, thereby killing them; thwarted in battle by Quasar); QUASAR #21-25 (how he observed first encounter between Maelstrom and Oblivion recounted; how he was summoned by Maelstrom, who ordered him to spread the "Oblivion Plague" among the Watchers recounted; refused Quasar's request to kill him; fought Ghost Rider II; unsuccessfully attacked Uatu the Watcher; prevented by Squadron from killing Dr. Strange)

DEATHWATCH™



DEATHWATCH

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Stephen Lords
Former aliases : None known
Dual identity: Secret
Current occupation: Businessman, philanthropist, criminal mastermind, terrorist, nihilist
Former occupation: Unrevealed
Citizenship: Translord from an unknown demonic dimension
Legal status: No known criminal record
Place of birth: An unknown demonic dimension
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Hag, Troll, the Deathspawn, (former) Blackout II, Linda Wei, HEART (except Heart Attack), Snowblind (deceased), Mr. Beck (deceased)
Major enemies: Ghost Rider II, Zarathos, Kingpin I, John Blaze, Spider-Man, Venom
Usual base of operations: International Contractors Unlimited offices, New York
Former base of operations: Unrevealed
Current group membership: The Translords; International Contractors Unlimited; head of his own criminal combine and a group of ninja warriors
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 190 lbs.
Eyes: Red
Hair: Red
Other distinguishing features: Deathwatch was black, despite his eye and hair color and lack of negroid facial features. In death, Deathwatch assumed a yellow-skinned inhuman appearance, which may or may not have been his true appearance

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Peak human, (enhanced) Superhuman Class 10
Speed: Peak human, (enhanced) Enhanced human
Stamina: Peak human, (enhanced) Enhanced human
Durability: Peak human, (enhanced) Enhanced human regenerative
Agility: Peak human, (enhanced) Enhanced human
Reflexes: Peak human, (enhanced) Enhanced human
Fighting skills: Highly proficient acrobatic hand-to-hand combatant, experienced strangler
Special skills and abilities: Master Planner and strategist, skilled acrobat
Superhuman physical powers: Aside from the above listed attributes, the ability to enhance his physical abilities by "feeding" on the energies released by the proximity of pain and death
Superhuman mental powers: Ability to

physically penetrate victim's bodies and disrupt internal organs without creating a surface wound, ability to absorb and access victim's short-term memories by penetrating their brains physically with his fingers, ability to derive surges of physical and emotional pleasure from the proximity of death

Special limitations: None known

Source of superhuman powers: Unrevealed; Deathwatch was a native of an alien demonic dimension and so derived at least some of his superhuman powers from his non-human heritage.

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric lined with kevlar or conventional business attire

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Conventional vehicles

Design and manufacture of paraphernalia: Commercial manufacturers

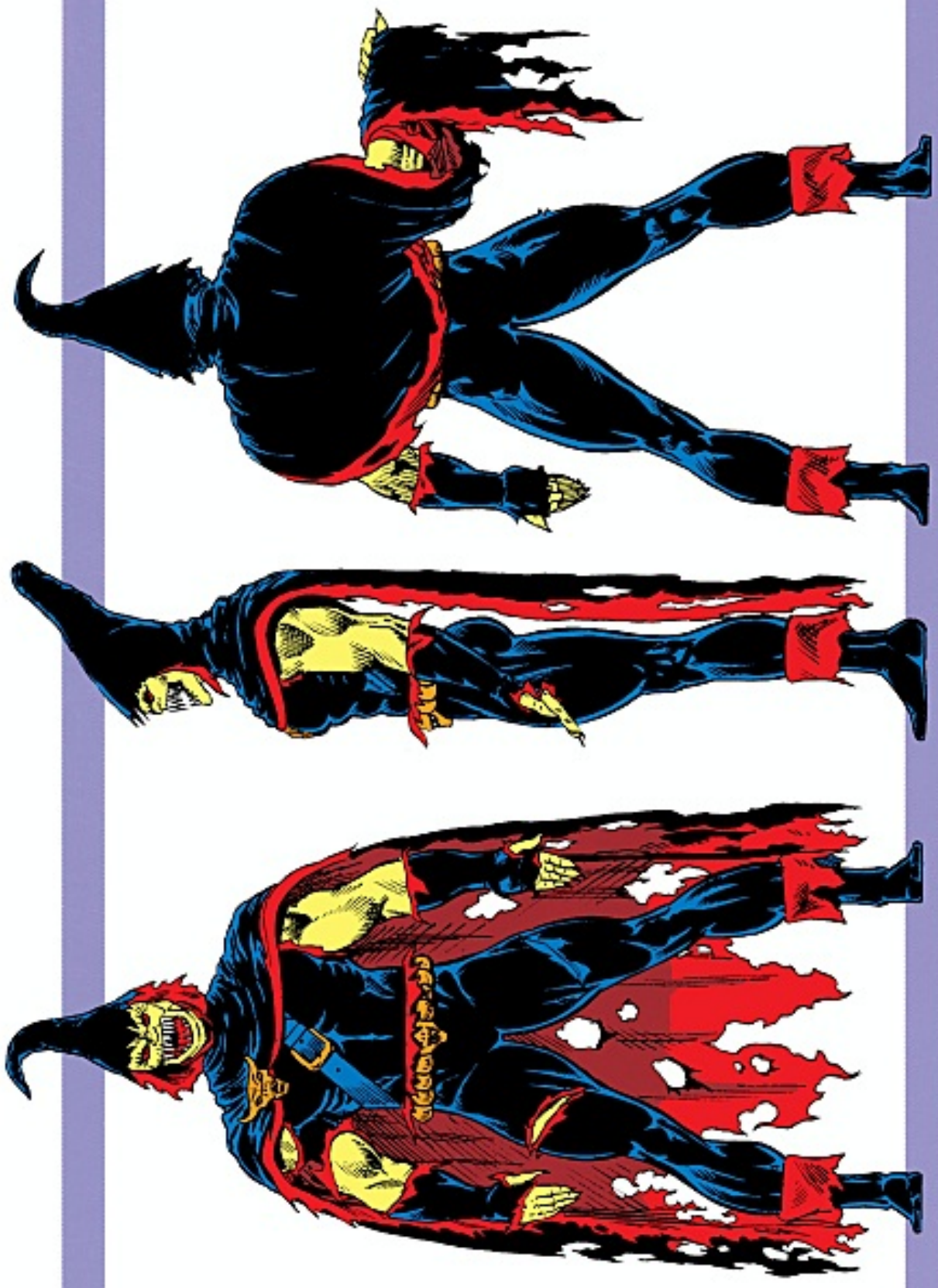
BIBLIOGRAPHY

First appearance: GHOST RIDER Vol. 3 #1

Origin issue: Deathwatch's origin is as yet unrevealed.

Significant issues: GHOST RIDER Vol. 3 #1-2 (contested with the Kingpin for stolen biotoxin canisters, set Blackout II against Ghost Rider II); GHOST RIDER Vol. 3 #3 (alongside Blackout II, attacked 75th Precinct police station, murdered police officers, stole biotoxin canisters, abducted Paulie Stratton and the Cypress Hill Jokers, battled the Kingpin's men); GHOST RIDER Vol. 3 #13-15 (instigated conflict between Ghost Rider II and Snowblind, revealed as having set Linda Wei and HEART against Ghost Rider II); GHOST RIDER Vol. 3 #22 (dispatched ninjas to lure Ghost Rider II into trap, destroyed office building in attempt to kill Ghost Rider II); GHOST RIDER Vol. 3 #23 (alongside Hag and Troll, again invaded 75th Precinct police station, murdered captured former henchmen); GHOST RIDER Vol. 3 #24 (alongside Hag and Troll, murdered Snowblind, battled Ghost Rider II, killed in battle by Ghost Rider II); WEB OF SPIDER-MAN #96/SPIRITS OF VENGEANCE #6 (reanimated by the Deathspawn, Hag, and Troll; with Hag and Troll captured by Ghost Rider II, John Blaze, and Spider-Man); SPIRITS OF VENGEANCE #7 (with Hag and Troll, captured by Steel Wind and Steel Vengeance); SPIRITS OF VENGEANCE #9 (with Hag and Troll, turned over to Centurious); GHOST RIDER Vol. 3 #42 (resurrected, battled Ghost Rider II)

DEMOGOBLIN™



DEMOGOBLIN

BIOGRAPHICAL DATA

Real name: Inapplicable
Other current aliases: None
Former aliases : Hobgoblin II
Dual identity: None
Occupation at time of death: Self-proclaimed servant of the Lord
Former occupation: None
Citizenship: Inapplicable
Legal status: Criminal record
Place of creation: New York City
Place of death: World Trade Center, Manhattan
Cause of death: Slain by Blade whose body was possessed by the Demogorge
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Carnage, Shriek, the Spider-Man doppelganger, Carrion
Major enemies: Spider-Man, Venom, Iron Fist, Captain America, Deathlok III, Cloak & Dagger, Firestar, Moon Knight, Ghost Rider II, John Blaze, Hobgoblin II
Base of operations at time of death: New York City
Former bases of operations: Mobile
Group membership at time of death: None
Former group membership: Carnage's unnamed group of superhuman criminals
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 210 lbs.
Eyes: Red
Hair: None
Other distinguishing features: Demogoblin's skin was pale yellow and he had demonic features

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 10
Speed: Superhuman
Stamina: Metahuman
Durability: Enhanced human regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Knowledge of militarily training in hand-to-hand combat absorbed from his time merged with Hobgoblin II
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, many supernatural and demonic abilities including the ability to project hellfire
Superhuman mental powers: Ability to mentally control glider
Special limitations: None
Source of superhuman powers: Magic

PARAPHERNALIA

Costume specifications: Supernatural materials
Personal weaponry: Mystically created concussion and incendiary Jack O' Lanterns, wraith-shaped smoke and gas-emit-

ting bombs, and bat shaped razor-edged throwing blades
Special weaponry: Various
Other accessories: None
Transportation: One-man miniature mentally-controlled "goblin glider" composed of hellfire, capable of speeds up to 90 miles per hour
Design and manufacture of paraphernalia: Demogoblin

BIBLIOGRAPHY

First appearance: SPECTACULAR SPIDER-MAN #147 (as Hobgoblin II), WEB OF SPIDER-MAN #86 (as Demogoblin)
Origin issue: GHOST RIDER Vol. 3 #17, WEB OF SPIDER-MAN #86
Significant issues: SPECTACULAR SPIDER-MAN #147 (essence combined with Hobgoblin II by N'Astirh); MOON KNIGHT #33 (as Hobgoblin II, infected Moon Knight with demonic virus which would slowly mutate him); GHOST RIDER Vol. 3 #17 (as Hobgoblin II, defeated by Blaze's hellfire gun and Ghost Rider's mystical chain); WEB OF SPIDER-MAN #86-87 (effects of hellfire and mystical chain caused Demogoblin to physically separate from Hobgoblin II's human body); SPIDER-MAN #25 (defeated Spider-Man and Hobgoblin II); WEB OF SPIDER-MAN #93-96/SPIRITS OF VENGEANCE #5 (joined with the Spider-Man doppelganger to kill Hobgoblin II; defeated by Spider-Man, Venom, Ghost Rider II and Blaze); MOON KNIGHT#45-46 (confronted Moon Knight, whose body was ravaged by Demogoblin's bloodlink virus); AMAZING SPIDER-MAN #378-380/SPIDER-MAN #35-37/WEB OF SPIDER-MAN #102-103/SPECTACULAR SPIDER-MAN #201-203 (joined Carnage, Shriek, Carrion, and the Spider-Man doppelganger on their killing spree throughout Manhattan; battled Spider-Man, Venom, Iron Fist, Captain America, Deathlok III, Cloak & Dagger, and Firestar); GHOST RIDER Vol. 3 #40 (slain by Blade whose body was possessed by the Demogorge)
Note: Demogoblin shared an existence with Hobgoblin II for the early part of his existence, but was later separated from his human host.

DEMOLITION-MAN™

DEMOLITION-MAN

BIOGRAPHICAL DATA

Real name: Dennis Dunphy
Other current aliases: D-Man
Former aliases: "Demolition" Dunphy
Dual identity: Known to the American authorities
Current occupation: Adventurer
Former occupation: Professional wrestler
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Lincoln, Nebraska
Marital status: Single
Known relatives: None
Known confidants: Captain America, the Thing
Known allies: Captain America, the Thing, Battle Star, Diamondback, Falcon, Ms. Marvel II, Nomad, Vagabond, (former) Vance Astrovik (Marvel Boy)
Major enemies: Power Broker, Dr. Karl Malus, Titania I, Viper II, Puff Adder, ULTIMATUM
Usual base of operations: Santa Monica, California
Former bases of operations: Unlimited Class Wrestling Foundation headquarters, Los Angeles, California
Current group membership: None
Former group membership: Unlimited Class Wrestling Foundation, partner of Captain America; unofficial member of the Avengers
Extent of education: College

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 315 lbs.
Eyes: Blue
Hair: Red, later shaved bald
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Excellent hand-to-hand combatant, especially in wrestling; further training from Captain America
Special skills and abilities: Aircraft pilot
Superhuman physical powers: Aside from the above listed, none
Superhuman mental powers: None
Special limitations: Formerly addicted to a drug supplied by Power Broker; has heart condition, increasing his vulnerability to excessive exertion
Source of superhuman powers: Augmentation of his physical attributes by Dr. Karl Malus on behalf of the Power Broker

PARAPHERNALIA

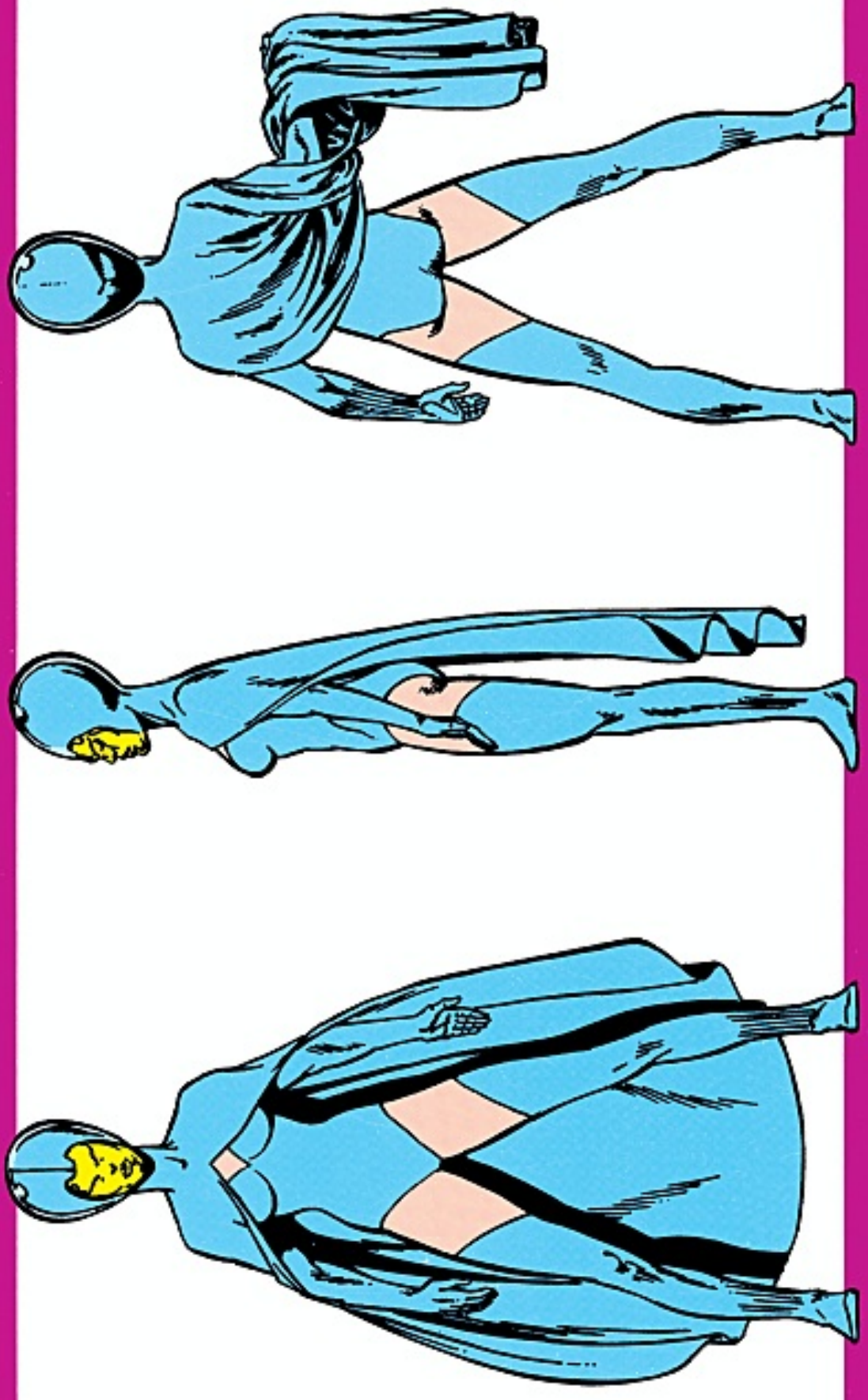
Costume specifications: Synthetic stretch fabric

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Motorcycle
Design and manufacture of paraphernalia: (Costume) Dennis Dunphy

BIBLIOGRAPHY

First appearance: (as "Demolition" Dunphy) THING #28, (as Demolition-Man) CAPTAIN AMERICA #328
Origin issue: (as Demolition-Man) CAPTAIN AMERICA #328
Significant issues: THING #28 (joined Unlimited Class Wrestling Federation, met Thing, refused to throw fight with him, defeated by Thing in wrestling match); THING #34 (mentally compelled by Puppet Master to attack Thing); THING #35 (refused Power Broker's order to help kill Ms. Marvel II, revealed his addiction to Power Broker's drug to Thing, went through painful withdrawal when Power Broker cut off his drug supply); CAPTAIN AMERICA #328 (became Demolition-Man to help Captain America investigate Power Broker, rescued Captain America from Dr. Karl Malus); CAPTAIN AMERICA #330-331 (captured by Power Broker; underwent further strength augmentation; while under influence of stimulant, went mad and attacked Captain America, went into cardiac arrest; second augmentation reversed, hospitalized); CAPTAIN AMERICA #336-337 (joined Falcon, Nomad, and Vagabond in search for missing Steve Rogers; with others, found Rogers, who adopted new identity of "the Captain," helped him defeat Serpent Squad IV); CAPTAIN AMERICA #339 (aided the Captain, Falcon, and Nomad against Famine); CAPTAIN AMERICA #340 (terrified when nearly killed by Titania II); CAPTAIN AMERICA #342 (began teaching Vagabond hand-to-hand combat, attacked by jealous Nomad, fought Anaconda and Slither); CAPTAIN AMERICA #344 (attacked and poisoned by Viper II, mistakenly fought Battle Star, taken into federal custody); CAPTAIN AMERICA #349 (made an Avenger by the Captain, joined the Captain and Battle Star on mission to rescue Captain America V from Flag-Smasher, crashed Avengers quinjet into ULTIMATUM base to destroy electromagnetic pulse generator, thrown from quinjet when bomb planted on it exploded); CAPTAIN AMERICA #384 (revealed to be frozen in ice near North Magnetic Pole in the Arctic); CAPTAIN AMERICA #400-401 (discovered to be living among Eskimos, rescued by the Falcon and US-Agent; returned to New York)

DESTINY™



DESTINY

BIOGRAPHICAL DATA

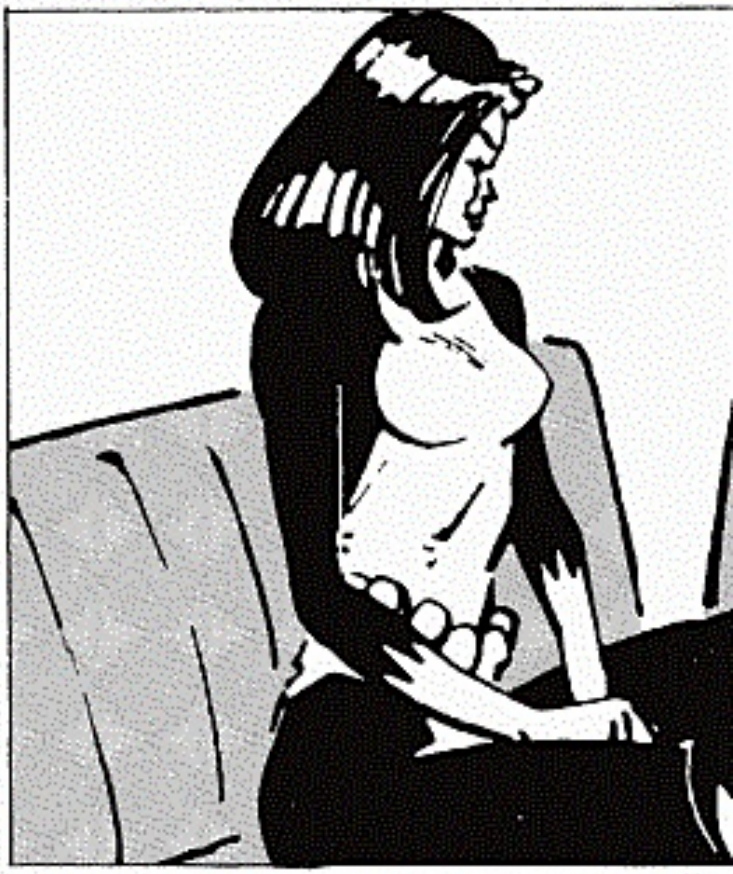
Real name: Irene Adler
Aliases at time of death: None
Dual identity: Known to the authorities
Occupation at time of death: Special agent for the United States government
Former occupation: Terrorist
Citizenship: United Kingdom
Legal status: Criminal record in America
Place of birth: Salzberg, Austria
Place of death: Muir Isle, Scotland
Cause of death: Gunned down by undisclosed member of the Reavers
Marital status: Widowed
Known relatives: None
Known confidants: Mystique
Known allies: Freedom Force (Avalanche, Blob, Pyro, Spiral, Crimson Commando, Super-Sabre, Stonewall), Rogue
Major enemies: The X-Men, the Avengers
Usual base of operations: Washington, D.C.
Former bases of operations: Mobile
Group membership at time of death: Freedom Force
Former group membership: Brotherhood of Evil Mutants II
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 7"
Weight: 110 lbs.
Eyes: Unrevealed
Hair: Silver
Other distinguishing features: Destiny is blind

POWERS AND ABILITIES

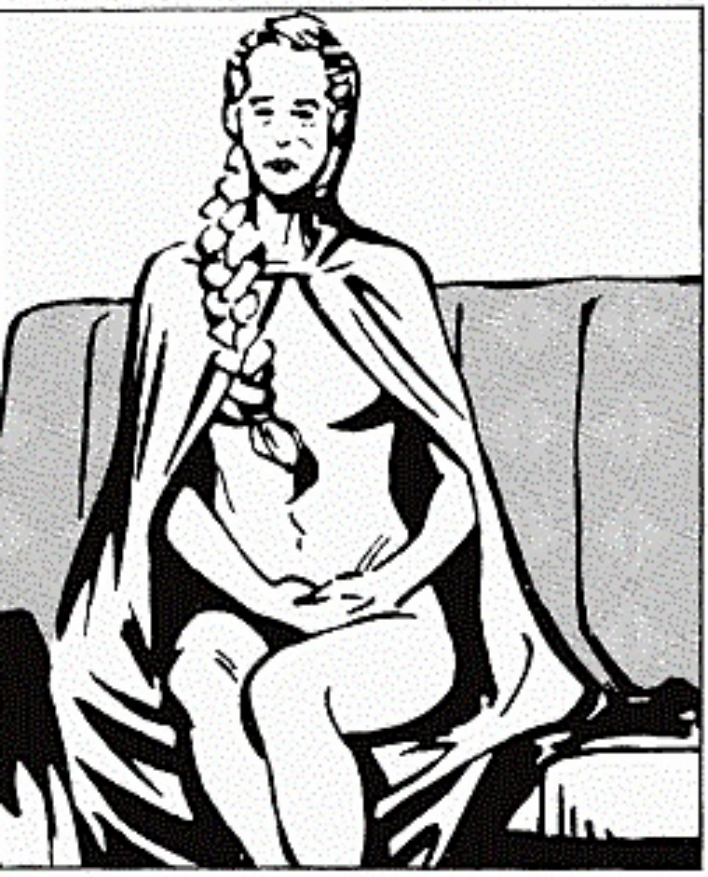
Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: Unrevealed



Superhuman physical powers: None
Superhuman mental powers: Psionic precognition
Special limitations: The accuracy of Destiny's ability to foresee the future decreases in direct proportion to the distance ahead in time
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None

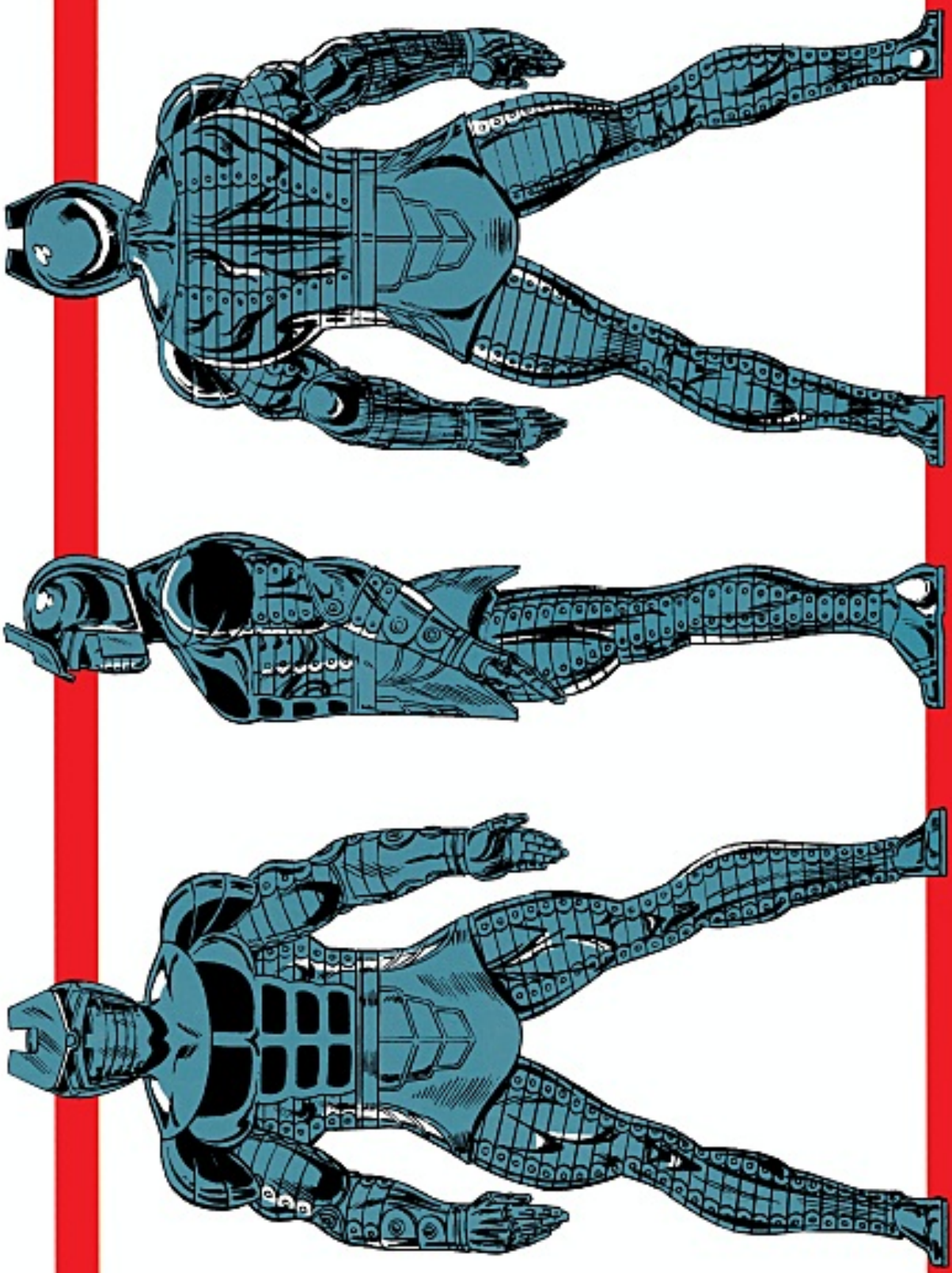


Other accessories: None
Transportation: Freedom Force jet
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-MEN #141
Origin issue: Destiny's origin is as yet unrevealed.
Significant issues: X-MEN #141-142 (first encounter with with X-Men as part of the new Brotherhood of Evil Mutants, attempted to assassinate Senator Robert Kelly with a crossbow, thwarted, taken into custody); AVENGERS ANNUAL #10 (rescued from Riker's Island along with rest of Brotherhood, battled the Avengers and Spider-Woman, recaptured); X-MEN #170 (predicted Rogue's disappearance from Mystique's custody); X-MEN #178 (observed but did not participate in Brotherhood's skirmish with the X-Men); X-MEN #199 (apprehended Magneto alongside Freedom Force in that group's first mission for the United States government); AVENGERS ANNUAL #15 (assisted Freedom Force in taking the Avengers into custody at the Vault); X-MEN #225 (participated in Freedom Force's attempted arrest of the X-Men); X-MEN #226 ("foresaw" death of the X-Men); X-MEN #255 (slain by the Reavers in attempt to repulse them from Muir Isle)

DESTROYER™



DESTROYER

BIOGRAPHICAL DATA

Real name: The Destroyer
Note: The Destroyer is not to be confused with Drax the Destroyer or any of the various others known as the Destroyer.
Other current aliases: None
Former aliases : None
Dual identity: None
Current occupation: Destroyer
Former occupations: Weapon of Odin, herald of Galactus
Citizenship: Inapplicable
Legal status: Inapplicable
Place of creation: Asgard
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: Variable, depending on guiding intelligence; in the past, the Destroyer has aided Loki, Odin, Karnilla, Galactus, and Thor at various times.
Major enemies: Variable, depending on guiding intelligence; in the past, the Destroyer has opposed Thor, the Wrecker, Hercules, the Thing, Loki, the Celestials, the Frost Giants, Garm, Hela, Balder, Sif, and Gar-Toom at various times.
Usual base of operations: Asgard
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of "programming": Capacity for limited self-motivated activity, "programmed" with collective Asgardian battle-lore

PHYSICAL DESCRIPTION

Height: (normal) 6' 6"
Weight: (normal) 850 lbs.
Eyes: None
Hair: None
Other distinguishing features: The destroyer resembles a suit of armor in humanoid form

POWERS AND ABILITIES

Intelligence: Variable; the Destroyer possesses the intelligence of the sentient being whose life-force animates it, plus its own "programmed" intelligence; however, only Odin, Thor, and Loki have ever forced the Destroyer to obey their will while animating it.
Strength: Incalculable
Speed: Superhuman
Flight speed: Possibly escape velocity
Stamina: Immeasurable
Durability: Godlike
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Supremely skilled in combat using its specialized powers
Special skills: None
Superhuman physical powers: Aside from the above listed attributes, the Destroyer has the ability to project immensely powerful bolts of energy, magnetism, heat, and concussive force; molecular transmutation of matter; disintegrator beam capable of destroying virtually any-

thing.
Superhuman mental powers: None
Special limitations: A mystic spell directed toward the mind of the person animating the Destroyer can reverse the transferral of life-force, rendering the Destroyer inanimate. The power of the Celestials is sufficient to destroy the Destroyer.
Source of superhuman powers: Enchantments of Odin, Zeus, and the patriarchs of all of earth's godly pantheons
Note: The above statistics apply to the Destroyer in its normal mode. When animated by the combined life-forces of Odin and all the Asgardians, the Destroyer grew to a height of 2000' and became proportionately powerful.

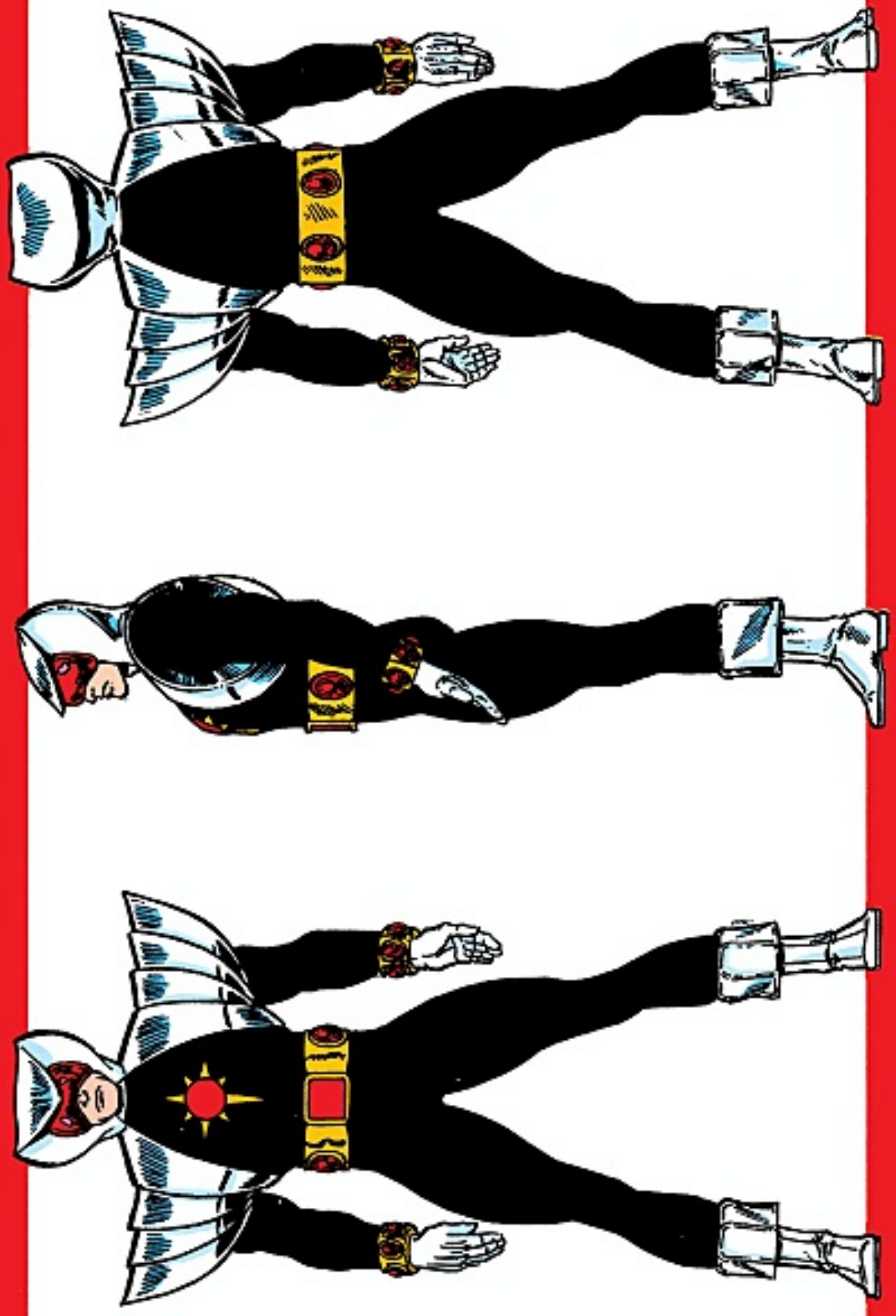
PARAPHERNALIA

Costume specifications: Body armor of unknown Asgardian metal
Personal weaponry: The Odinsword (a gigantic enchanted blade formed of the mystical Rhinegold)
Special weaponry: None
Other accessories: None
Transportation: Self-levitation
Design and manufacture of paraphernalia: Odin

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #118
Origin issue: THOR #300
Significant issues: JOURNEY INTO MYSTERY #118-119 (discovered by Loki, animated by Buck Franklin, battled Thor); THOR ANNUAL #2 (animated by Loki, attacked Asgard, defeated by Odin); THOR #150-152 (salvaged by Karnilla, animated by Sif, battled the Wrecker and Thor); THOR #224-225 (animated by Prof. Clement Holmes, battled Thor and Hercules); THOR #228 (animated by Galactus's life-force, given to Galactus by Thor to replace Firelord as his herald); FANTASTIC FOUR #172-173 (detected Counter-Earth for Galactus, battled the Thing); THOR #264-266 (stolen from Galactus by Loki, animated by Balder and used to battle Thor, animated by Thor and battled Loki); THOR #289 (animated by Sif, prevented Thor from entering Asgard at behest of Odin); THOR #300 (animated by Odin and the gods of Asgard, battled the Celestials, reduced to molten slag by the Celestials); THOR #381-382 (animated by a Frost Giant, Siggorth, and used by Loki to battle other Frost Giants; drew Thor's life-force into itself and became controlled by Thor; invaded Hel and battled Garm and Hela; sealed within a crystal in Hel); THOR #437-441 (freed from crystal by Hela, animated by Lorelei, took control of Hel; battled Balder, Sif, and Gar-Toom; trapped in the dimension of the Great Beasts)

DEVASTATOR



DEVASTATOR

BIOGRAPHICAL DATA

Real name: (I) Kirov Petrovna, (II) Unrevealed
Other current aliases: (II) None
Former aliases : (I) Peter Kirkman
Dual identity: (I, II) Secret
Occupation at time of death: (I) Spy, saboteur
Current occupation: (II) Unrevealed
Former occupation: (I, II) Unrevealed
Citizenship: (I, II) United Soviet Socialist Republic
Legal status: (I, II)No criminal record
Place of birth: (I, II) Unrevealed
Place of death: (I) Hulkbuster Base, New Mexico
Cause of death: (I) Incinerated when damaged battle suit misdirected microwave energy
Marital status: (I, II) Presumed single
Known relatives: (I, II) None
Known confidants: (I, II)None
Known allies:(I, II) None
Major enemies: (I) The Hulk, (II) Rom, the Gremlin
Base of operations: (I, II) Soviet Union
Former bases of operations: (I, II) Unrevealed
Current group membership: (II) The People's Protectorate
Former group membership: (I)Unrevealed (II) Soviet Super-Troopers
Extent of education: (I, II) Unrevealed

PHYSICAL DESCRIPTION

Height: (I) 6' 9", (II) 6'
Weight: (I) 230 lbs., (II) 190 lbs.
Eyes: (I) Blue, (II) Unrevealed
Hair: (I) Black, (II) Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: (I, II) Normal
Strength: (I, II) Normal
Air speed: (I, II) Subsonic
Stamina: (I) Normal, (II) Athlete
Durability: (I, II) Athlete
Agility: (I) Blue, (II) Unrevealed
Reflexes: (I, II) Athlete
Fighting skills: (I) Limited hand-to-hand combat training, (II) Extensive hand-to-hand combat training
Special skills and abilities: (I, II) Unrevealed
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Devastator's battlesuit is powered by microwave transmissions beamed from a satellite in geosynchronous orbit; thus, he must maintain a line-of-sight position relative to the satellite to avoid sudden power cut-off
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Full body armor equipped with electronic devices

which absorb microwave energy and can convert it for use as blasts of heat (over 4000 degrees Fahrenheit) or concussive force equivalent to 150 lbs. of TNT; solar powered boot jets enable the wearer to fly at just under Mach 1, with range limited only by available light plus 2 hour battery reserve

Personal weaponry: Gauntlet microwave projectors

Special weaponry: None

Other accessories: None

Transportation: Flight, via boot jets

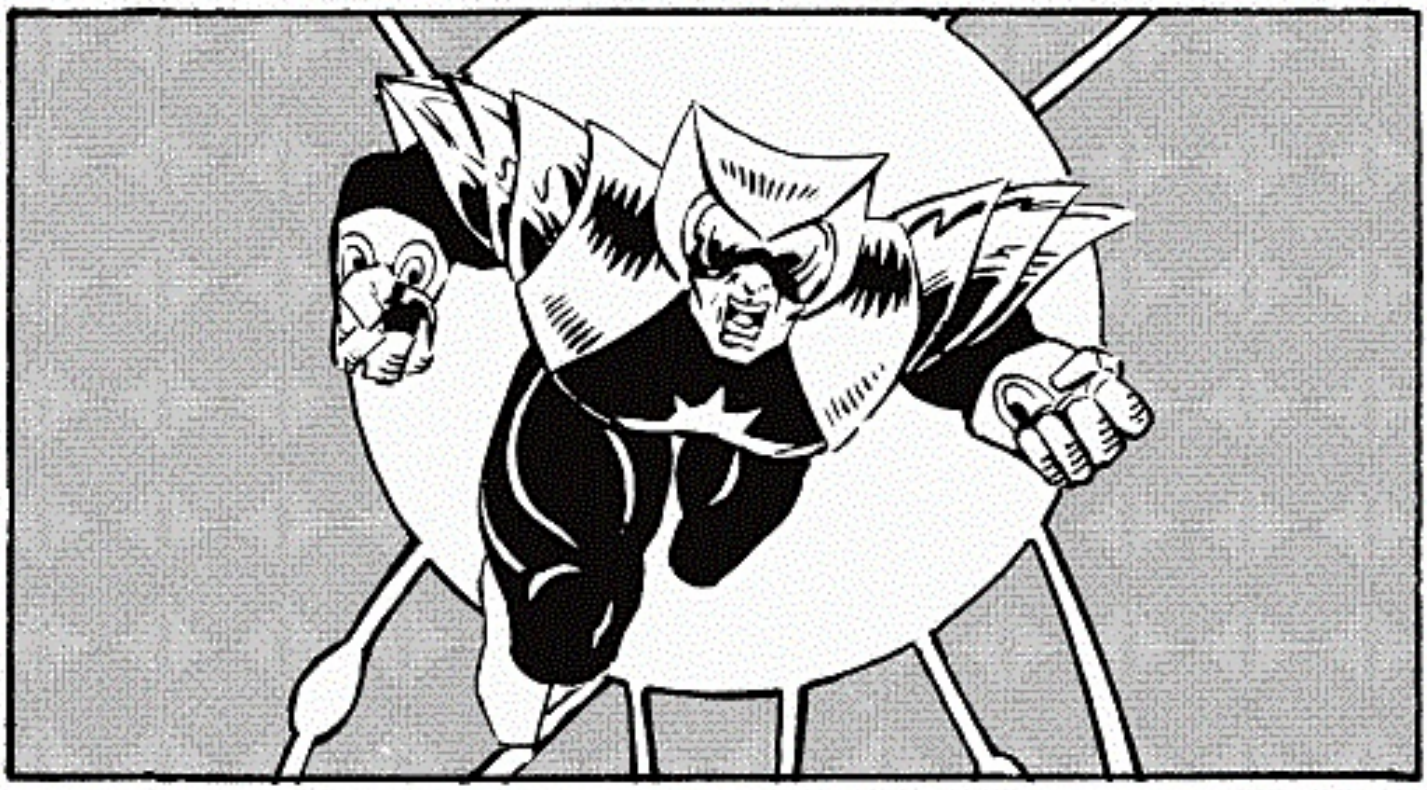
Design and manufacture of paraphernalia: The Gremlin

BIBLIOGRAPHY

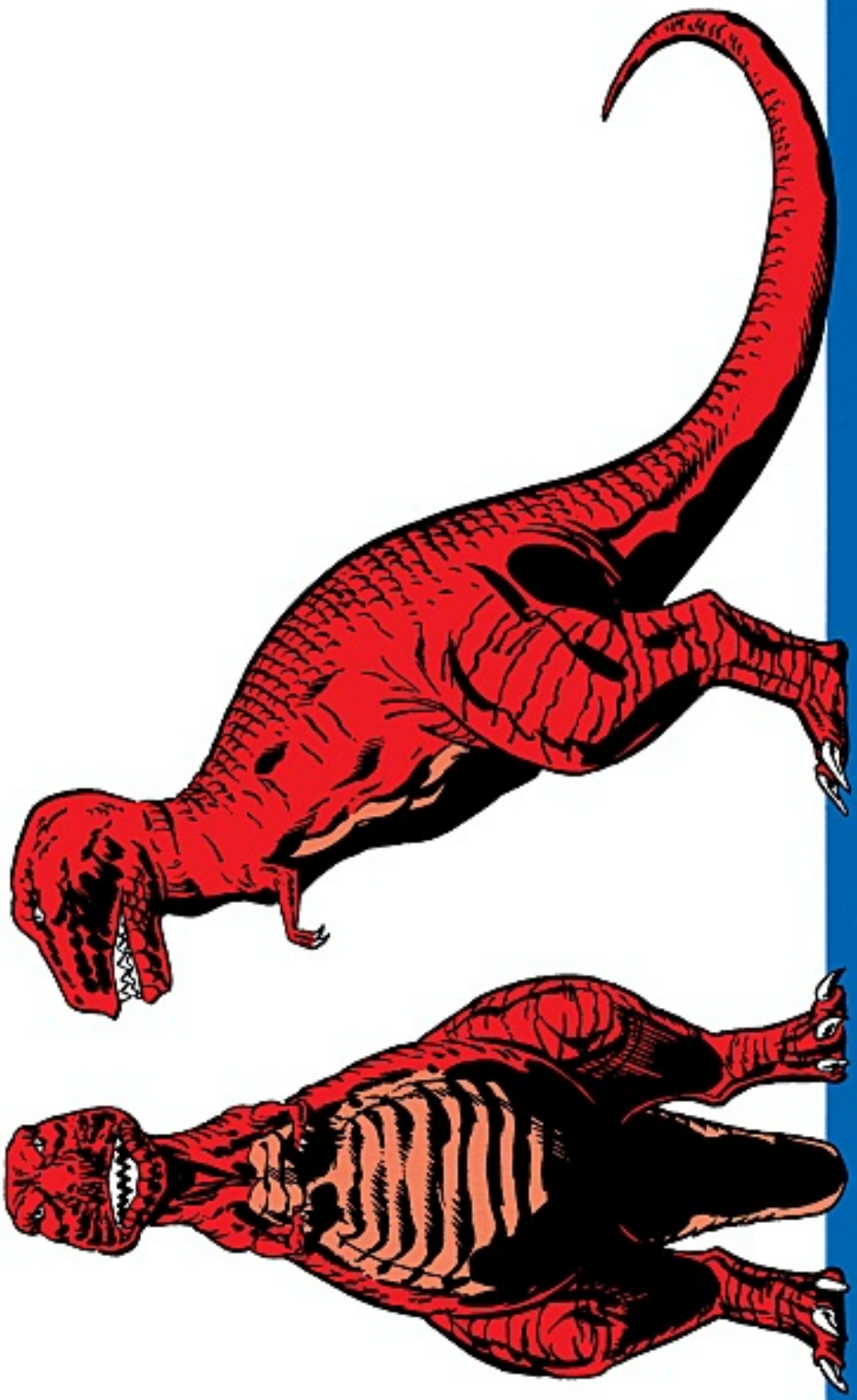
First appearance: (I) HULK #186, (II) ROM #44

Origin issue: Neither Devastator's origin has yet to be revealed.

Significant issues: HULK #186 (infiltrated Hulkbuster Base and smuggled in the Devastator battle suit, attempted to destroy the base under his Soviet leader's orders, fought Hulk, incinerated after Hulk wrecked gauntlet mechanisms); ROM #44-45 (sent by Soviet government to execute Gremlin; fought Spaceknights Rom and Starshine); IRON MAN #255 (battled Crimson Dynamo in training exercise)



DEVIL DINOSAUR™



DEVIL DINOSAUR

BIOGRAPHICAL DATA

Real name: None
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Carnivore
Former occupation: None
Citizenship: None
Legal status: None
Place of birth: An unnamed alien planet
Marital status: Inapplicable
Known relatives: None
Known confidants: Inapplicable
Known allies: Moon Boy, the Fallen Angels
Major enemies: The Killer-Folk, Godzilla, a band of unnamed aliens
Usual base of operations: The Beat Street Club, New York City
Former bases of operations: A jungle on an unnamed planet
Current group membership: The Fallen Angels
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: 25'
Weight: Unrevealed
Eyes: Yellow
Hair: None
Other distinguishing features: Devil Dinosaur is an extraterrestrial reptile who resembles the extinct Tyrannosaurus Rex

POWERS AND ABILITIES

Intelligence: Above normal (by dinosaur standards)
Strength: Superhuman Class 25
Speed: Enhanced human

Stamina: Enhanced human
Durability: Superhuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: The instinctive savagery of a carnivore
Special skills and abilities: None

Superhuman physical powers: See above listed attributes
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None; all of Devil Dinosaur's attributes are the result of the fact that he is a gigantic reptile

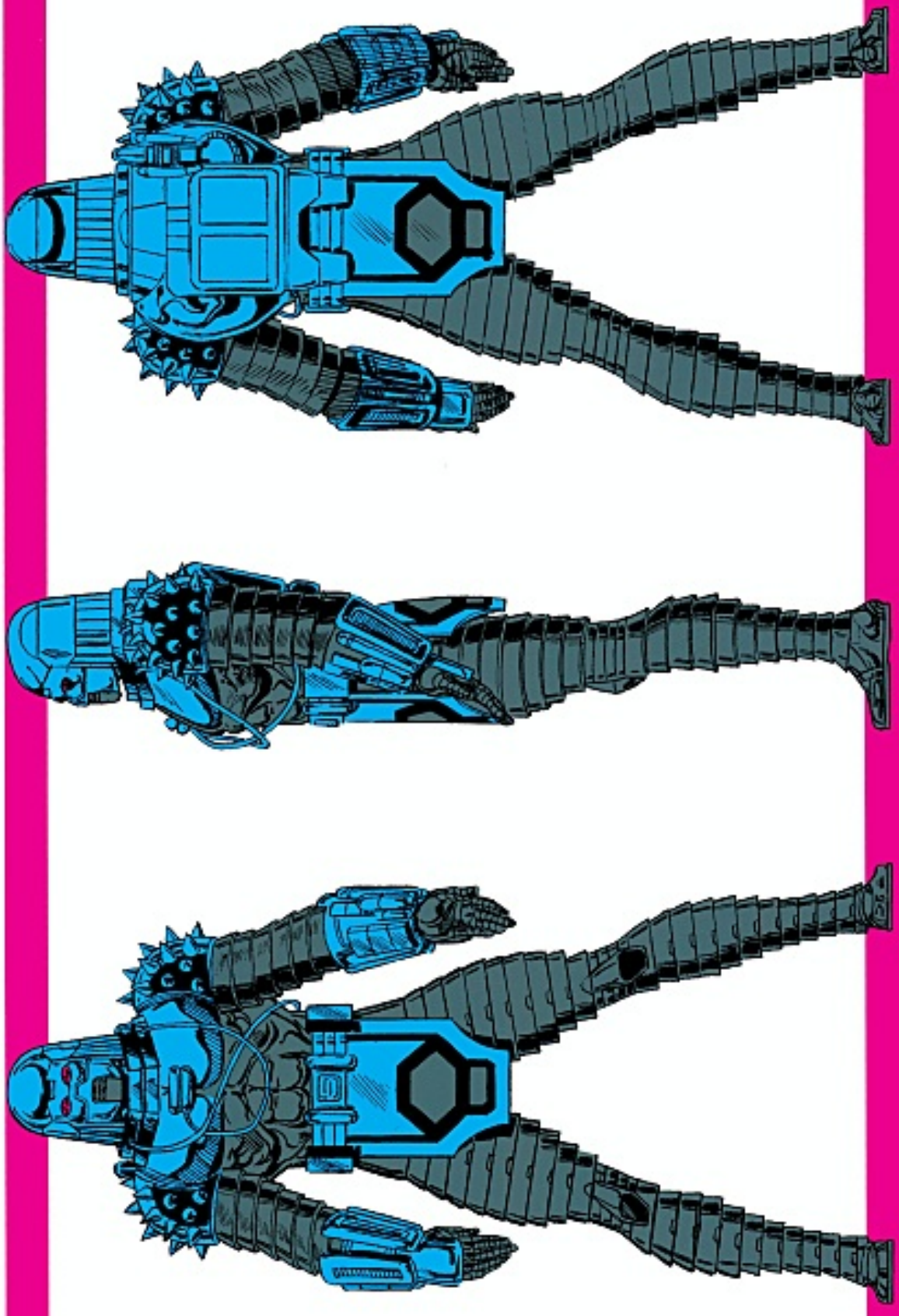
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Lumbering under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: DEVIL DINOSAUR #1
Origin issue: DEVIL DINOSAUR #1
Significant issues: DEVIL DINOSAUR #1 (befriended Moon Boy); DEVIL DINOSAUR #4-6 (first encountered extraterrestrials); DEVIL DINOSAUR #9 (briefly transported to Earth via magic, returned to home world); GODZILLA #21-22 (encountered Godzilla, who had been transported to his world); FALLEN ANGELS #4 (encountered Fallen Angels, who had traveled to his world); FALLEN ANGELS #5 (returned to Earth with Fallen Angels, accidentally killed the superintelligent mutant lobster known as "Don" by stepping on him)

DEVOS™



DEVOS THE DEVASTATOR

BIOGRAPHICAL DATA

Real name: Devos
Other current aliases: None
Former aliases: None known
Dual identity: None, the general populace of Earth is unaware that Devos is an extraterrestrial.
Current occupation: Vigilante who seeks to destroy anyone whom he deems a threat to galactic peace
Former occupation: None known
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Paibok the Power Skrull, Lyja the Lazerfist
Major enemies: Fantastic Four, Skrulls
Usual base of operations: Unrevealed
Former bases of operations: Devos's starship (now destroyed)
Current group membership: None
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: (in battlesuit) 7' 2"
Weight: Unrevealed
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: None known, has yet to appear unmasked.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Unrevealed, (temporarily augmented by battlesuit) Superhuman Class 90
Speed: Athlete
Stamina: Unrevealed
Durability: Unrevealed
Agility: Athlete
Reflexes: Athlete
Fighting skills: Master of armed and unarmed combat techniques from a variety of worlds
Special skills and abilities: Highly skilled in use of advanced weaponry from a wide variety of planets
Superhuman physical powers: Aside from the above listed attributes, none known.
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Armored battlesuit that is highly impervious to damage and that contains a powered exoskeleton that can temporarily enhance Devos's physical strength. Equipped with energy blaster with automated targeting devices mounted on right shoulder. Can fire projectiles with bazooka force from either

shoulder. Can shoot poison gas and frost grenades from left wrist device. Can emit electrical shock from outer surface of battlesuit. Battlesuit equipped with sophisticated internal sensor systems. Helmet is designed to permit Devos to see into otherwise invisible portions of the spectrum. Helmet also contains a "luminator" which emits a blinding light.

Personal weaponry: Various advanced energy guns

Special weaponry: Sedators (warrior robots)

Other accessories: Servo-bots (robots which perform maintenance work aboard Devos's starship)

Transportation: Starship of unknown design for space travel, more recently traveled in Paibok's Skrullian starship; uses devices (apparently anti-gravity) in battlesuit for flight on a planet

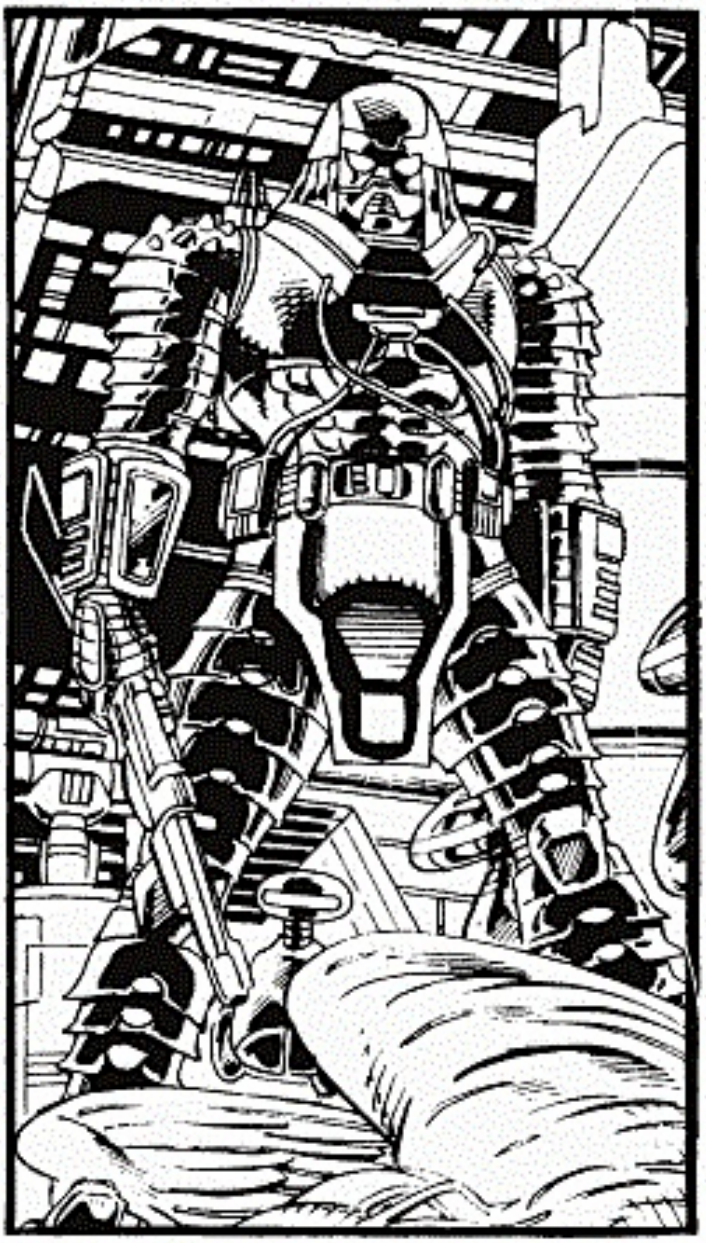
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

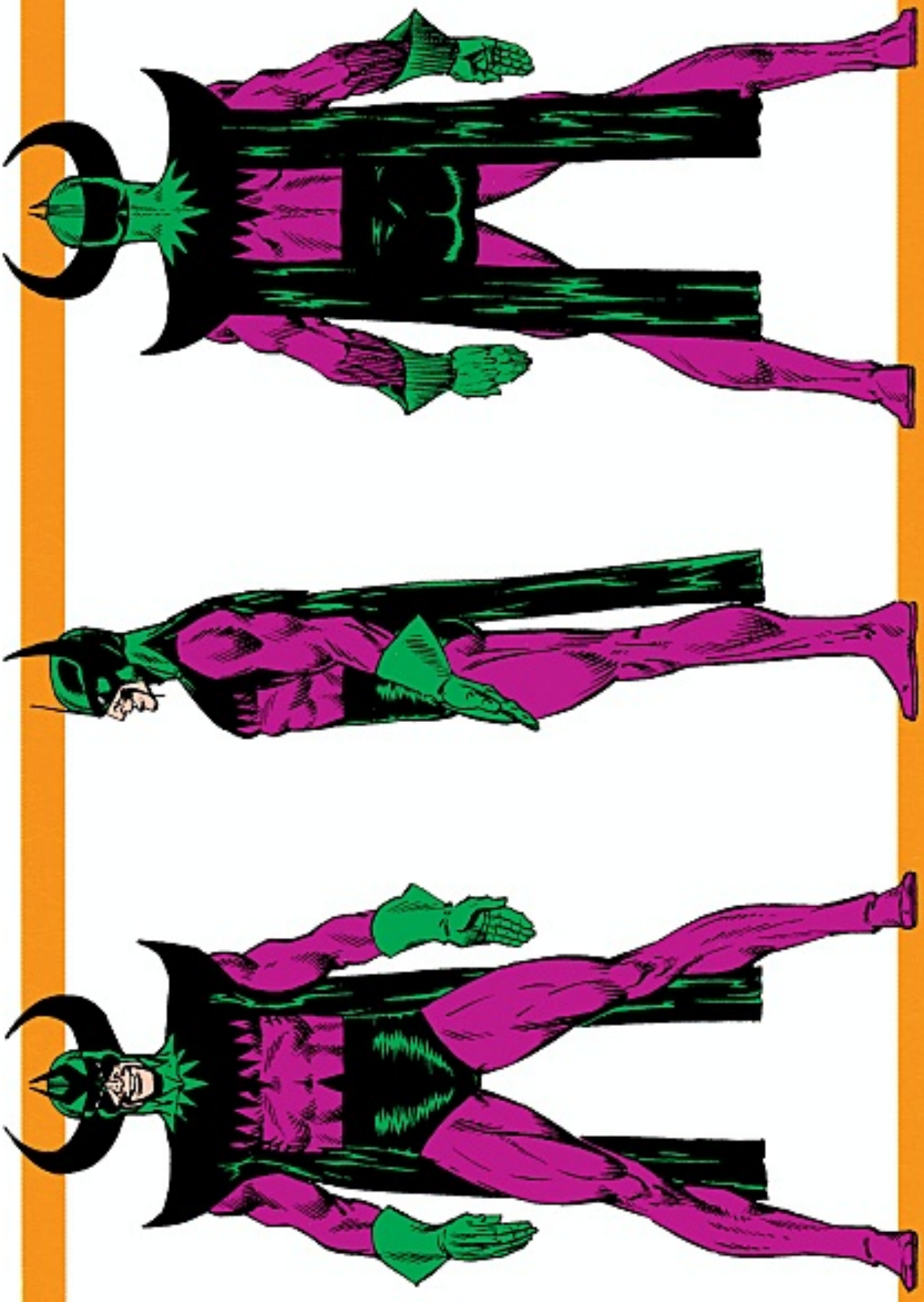
First appearance: FANTASTIC FOUR #359

Origin issue: Devos's origin is as yet unrevealed.

Significant issues: FANTASTIC FOUR #359 (first battled Fantastic Four, fled in escape craft while his starship was destroyed); FANTASTIC FOUR #366 (first encountered and joined forces with Paibok the Power Skrull); FANTASTIC FOUR #369-371 (watched Paibok alter Lyja's genetic structure; arrived on Earth with Paibok; joined with Paibok and Lyja the Lazerfist in attack on Human Torch II in New York City)



DIABLO™



DIABLO

BIOGRAPHICAL DATA

Real name: Esteban Diablo
Other current aliases: None
Former aliases: None known
Dual identity: Publicly known; the general populace is unaware Diablo is eleven centuries old.
Current occupation: Alchemist, would-be conqueror
Former occupation: Unrevealed
Citizenship: Spain; moved to Transylvania
Legal status: Criminal record in the U. S.
Place of birth: Saragossa
Marital status: Unrevealed, currently single
Known relatives: None
Known confidants: (formerly) Gilded Lily
Known allies: (formerly) Dragon Man, the Thing, Crystal (mesmerized), Darkoth, Gilded Lily
Major enemies: Fantastic Four, Doctor Doom, Avengers, Alpha Flight, Iron Man, Darkoth
Usual base of operations: Mobile, most recently the Latin American nation of Tierra del Maiz
Former bases of operations: Spain, Transylvania, the Latin American nation of Terra Verde
Current group membership: None
Former group membership: None
Extent of education: Educated by tutors in ninth century Spain; self-educated in alchemy and modern sciences

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 190 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Poor hand-to-hand combatant
Special skills and abilities: Mastery of the alchemical sciences
Superhuman physical powers: Diablo has extended his life and youthfulness, can render the flesh of his face and body pliable, enabling him to alter his appearance, and can temporarily change his form to "nerveless protoplasm," rendering him invulnerable to certain forms of harm
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Alchemy (science based upon the transmutation of elements)

PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: None

Special weaponry: Diablo employs a huge arsenal of alchemical potions he has discovered or concocted, that he can conceal in hidden pouches and pockets within his costume. His alchemy, which can transmute elements through means unknown to modern science, enables him to control his own body, the bodies of others, or inorganic matter. His mixtures include nerve gas pellets, sleeping potions, a potion that renders a person inert by rapidly lowering their body temperature, pellets that make a person susceptible to Diablo's hypnotic commands, other potions and pellets that enable him to transmute inorganic matter, create explosive blasts and create beings known as elementals that are composed of ancient alchemical "elements" of earth, fire, air, and water. With few exceptions, all of Diablo's potions and pellets have only temporary effect.

Other accessories: Various potions and pellets

Transportation: Teleportation via alchemical potions

Design and manufacture of paraphernalia: Diablo

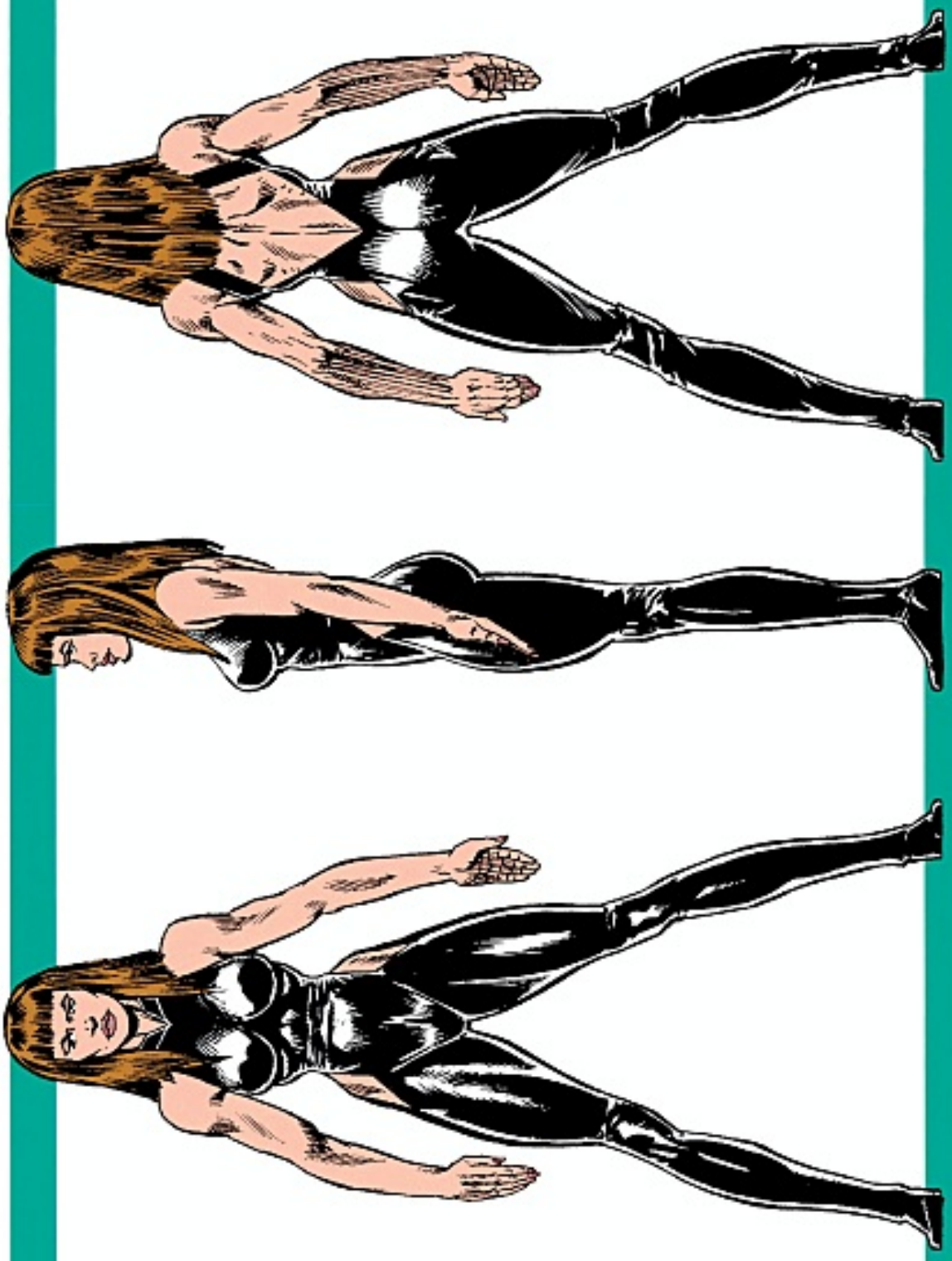
BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #30

Origin issue: FANTASTIC FOUR #30, ALPHA FLIGHT #21

Significant issues: FANTASTIC FOUR #30 (mesmerized the Thing into freeing him from his Transylvanian crypt, made Thing his servant with promise to make him normal, amassed army of conquest, thwarted by Fantastic Four); FANTASTIC FOUR #35 (brought android Dragon Man to life); AVENGERS #41-42 (reactivated Dragon Man; created army of Dragon Men, defeated by Avengers); MARVEL SUPER-HEROES #20 (clashed with Doctor Doom); FANTASTIC FOUR #117-118 (took Inhuman, Crystal, captive; took control of Terra Verde, was defeated by Human Torch); FANTASTIC FOUR #193-194 (recruited Darkoth as pawn to battle Doctor Doom, was betrayed by Darkoth); FANTASTIC FOUR #232 (sent elementals to battle Fantastic Four); IRON MAN #159 (battled Iron Man); ALPHA FLIGHT #21 (romantic relationship with future Gilded Lily revealed); ALPHA FLIGHT ANNUAL #1 (freed from prison by Gilded Lily, turned against her, was defeated by Alpha Flight); FANTASTIC FOUR #306-307 (used elementals to battle Fantastic Four); ALPHA FLIGHT #102-103 (conquered country of Tierra del Maiz, clashed with Alpha Flight, was apparently killed)

DIAMOND LIL™



DIAMOND LIL

BIOGRAPHICAL DATA

Real name: Lillian Crawley
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current Occupation: Adventurer
Former occupation: Professional criminal, waitress
Citizenship: Canada
Legal status: Criminal record in Canada and the U.S.
Place of birth: Yellowknife, Northwest Territories, Canada
Marital status: Single
Known relatives: None
Known confidants: Madison Jeffries (Box III, fiancee)
Known allies: Alpha Flight, Wolverine, the Avengers, the Fantastic Four, (former) Omega Flight
Major enemies: The Master of the World, Llan the Sorcerer, Headlok, Doctor Doom, (former) Alpha Flight
Usual base of operations: Alpha Flight headquarters, Department H, Toronto, Ontario, Canada
Former bases of operations: Parliament building, Ottawa, Canada
Current group membership: Alpha Flight (reserve)
Former group membership: Gamma Flight I, Omega Flight I
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 165 lbs
Eyes: Hazel
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Unrevealed
Agility: Athlete
Reflexes: Athlete
Fighting skills: Skilled hand-to-hand combatant using streetfighting techniques
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, none.
Superhuman mental powers: None
Special limitations: Invulnerability limits her ability to derive sensory perceptions through sense of touch
Source of superhuman powers: Genetic mutation

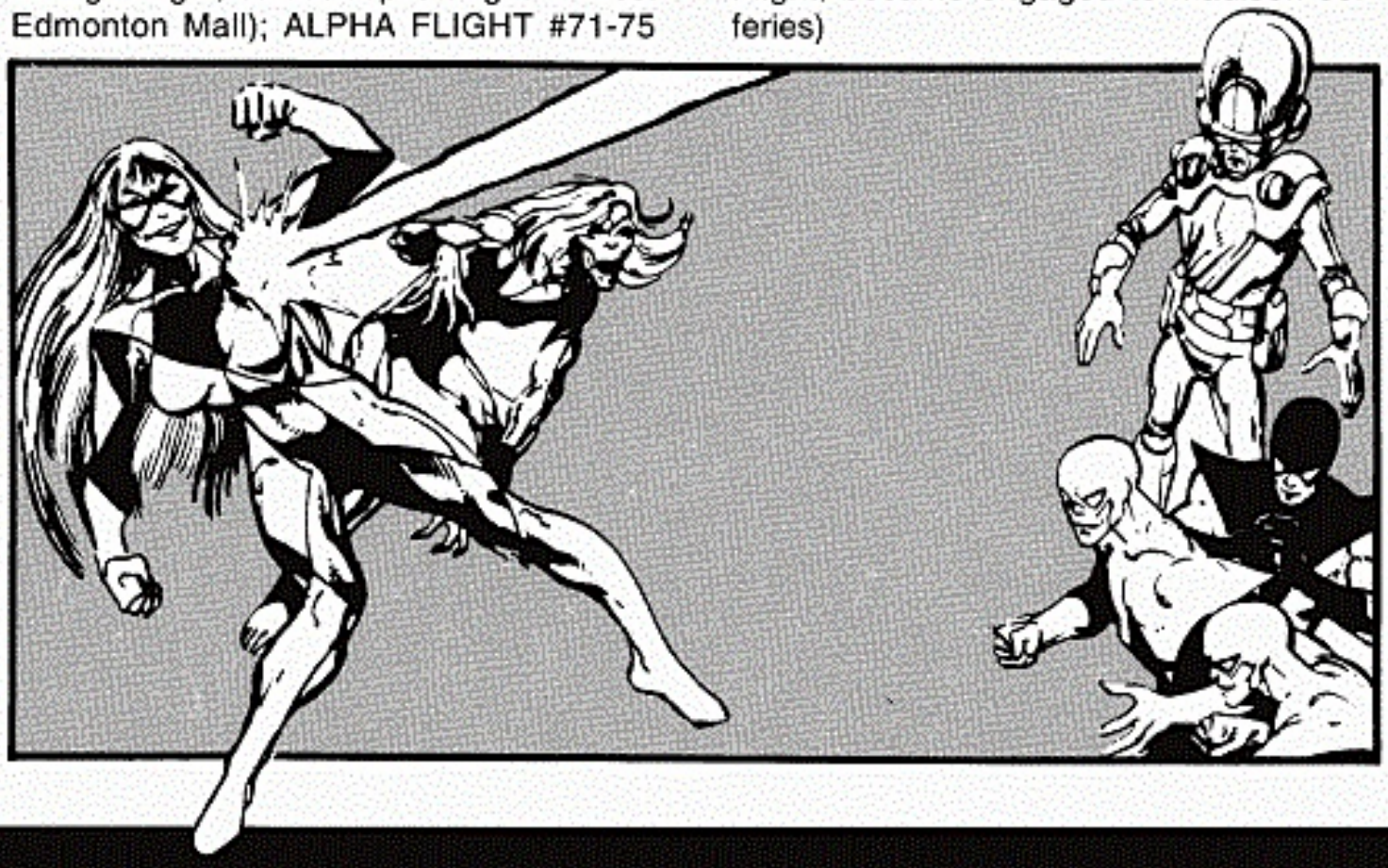
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None

Transportation: Alpha Flight omni-jet
Design and manufacture of paraphernalia: Stark Enterprises

BIBLIOGRAPHY

First appearance: (unidentified) ALPHA FLIGHT #1; (identified) ALPHA FLIGHT #11
Origin issue: Diamond Lil's origin is as yet unrevealed.
Significant issues: ALPHA FLIGHT #1 (seen as member of Gamma Flight); ALPHA FLIGHT #11-13 (joined Omega Flight, alongside them, battled Alpha Flight); ALPHA FLIGHT #26-28 (alongside Omega Flight, battled Alpha Flight in West Edmonton Mall); ALPHA FLIGHT #71-75 (released from prison, attempted to renew relationship with Madison Jeffries; helped Alpha Flight battle Llan the Sorcerer); AVENGERS #320-324 (with Alpha Flight, alongside the Avengers, and the People's Protectorate, battled Atlantean army, the Peace Corpse, and the Combine); ALPHA FLIGHT #88-90 (alongside Alpha Flight and Wolverine, fought the Master of the World); ALPHA FLIGHT #95 (discovered she might have breast cancer); ALPHA FLIGHT #97-100 (alongside Alpha Flight and the Avengers, defended Her [Kismet] against the Consortium); ALPHA FLIGHT #101 (cancer revealed to be benign); ALPHA FLIGHT #104 (resigned from Alpha Flight, became engaged to Madison Jefferies)



DIAMONDBACK

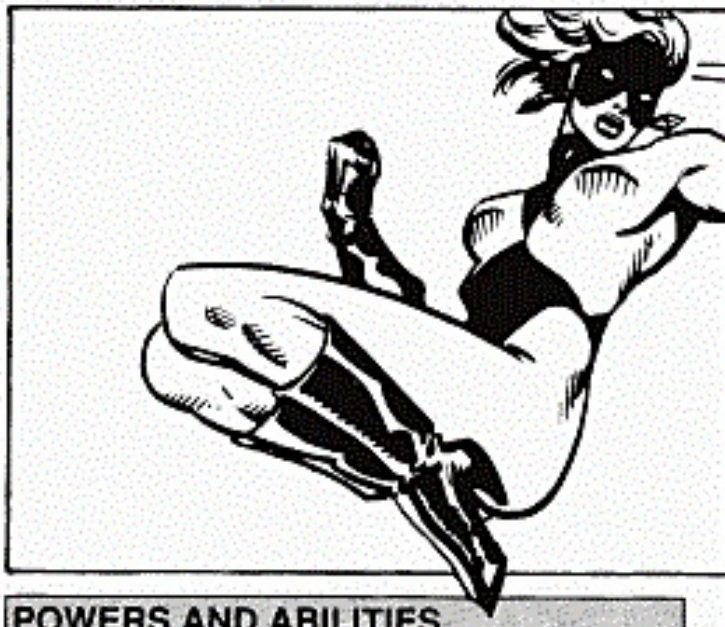
DIAMONDBACK

BIOGRAPHICAL DATA

Real name: Rachel Leighton
Other current aliases: Diamond Girl
Former aliases: Ratsel (nickname)
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Mercenary, part-time sales clerk at a boutique
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Austin, Texas
Marital status: Single
Known relatives: Richard (brother, deceased), Daniel, William (brothers, presumed living)
Known confidants: Black Mamba, Asp
Known allies: Captain America, Sidewinder
Major enemies: Crossbones, Serpent Society, the Viper
Usual base of operations: Manhattan
Former bases of operations: None
Current group membership: Bad Girls, Inc.
Former group membership: Serpent Society
Extent of education: High School Graduate

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 141 lbs.
Eyes: Green
Hair: Brown (usually dyed magenta)
Other distinguishing features: None

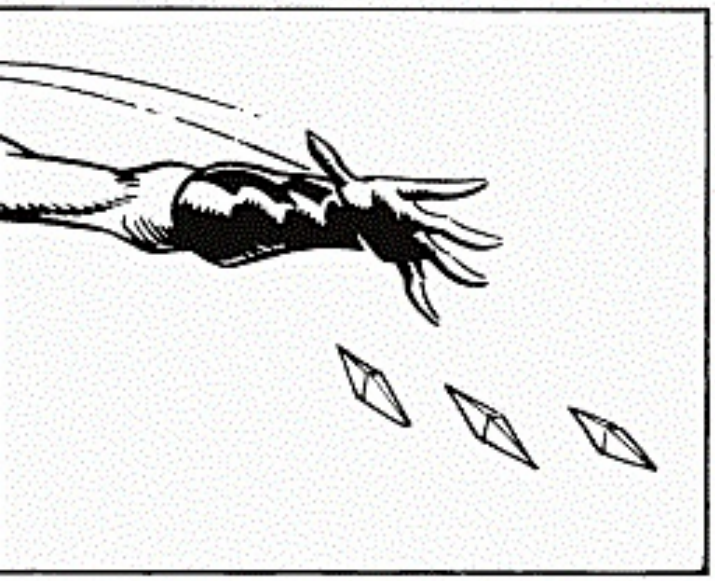


POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: General streetfighting techniques, some jujitsu
Special skills and abilities: Gymnastics, pitching small ballistic objects with great accuracy, piloting small aircraft
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric backed by kevlar weave,



two bicep and two thigh belts for carrying throwing diamonds, concealed pockets in boot tops, boot-heels, glove tops, and brassiere for other throwing diamonds, throwing diamond earrings; usually wears strawberry blonde wig.

Personal weaponry: Throwing diamonds (4 inch hollow zirconium octahedrons containing various substances: spent uranium, plastic explosives, nitric acid, tear gas, smoke, curare-derived narcotic, etc.)

Special weaponry: None

Other accessories: Microminiature radio concealed in neck ornament

Transportation: Currently no special mode of transportation, formerly had access to the Serpent Society's saucer-shaped hovercrafts

Design and manufacture of paraphernalia: Original design and manufacture by the Trapster, current design and manufacture by the Tinkerer

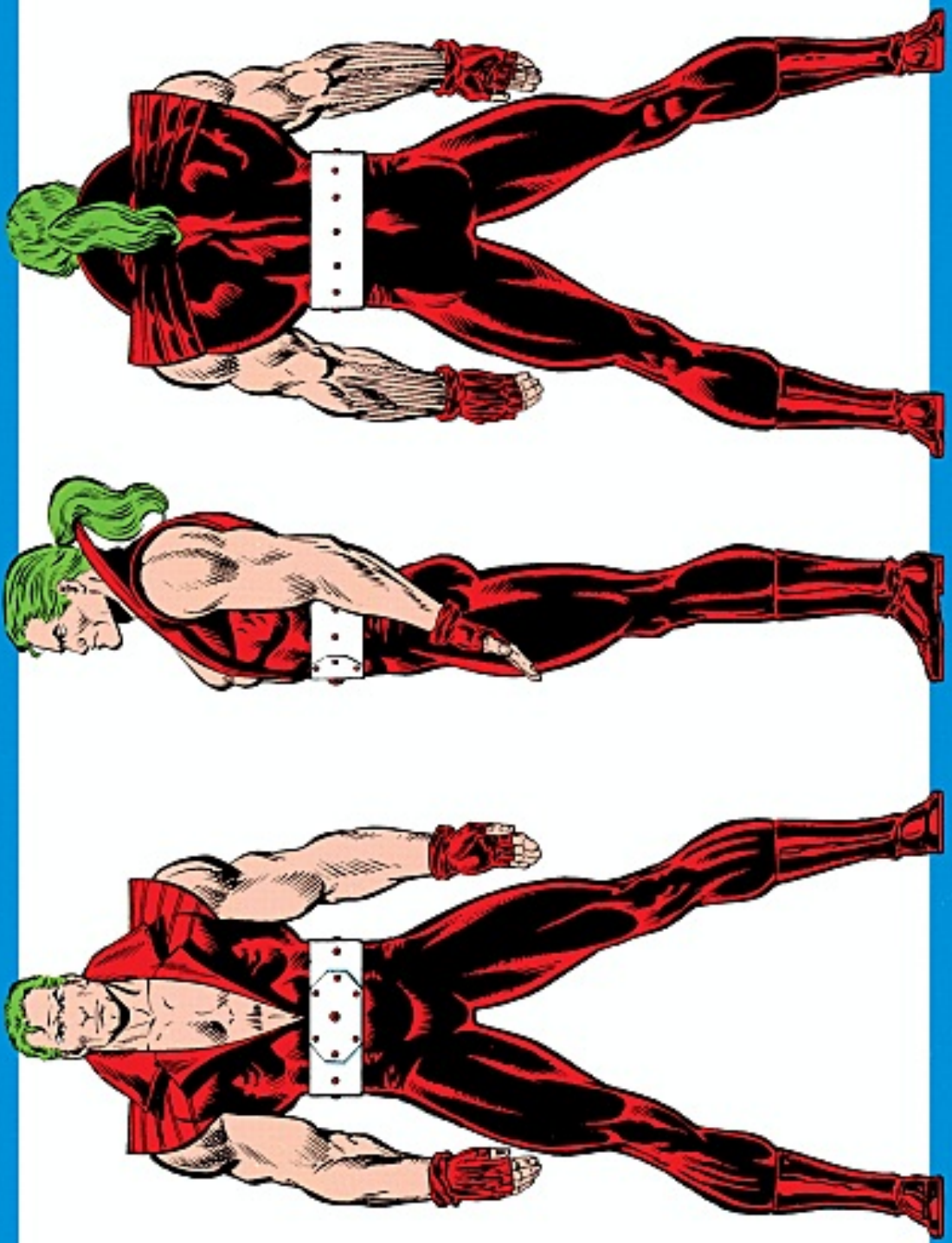
BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #310

Origin issue: CAPTAIN AMERICA #319

Significant issues: CAPTAIN AMERICA #313 (first encountered Captain America while on assignment to find Modok); CAPTAIN AMERICA #315 (assigned to take Captain America into custody from the Porcupine); CAPTAIN AMERICA #319 (attempted partnership with Captain America to locate Scourge); CAPTAIN AMERICA #341 (contacted Captain America to save the Serpent Society from the Viper); X-MEN ANNUAL #13 (revealed to have resigned from the Serpent Society, switched bodies with the Dazzler); CAPTAIN AMERICA #357 (alerted Captain America to the Bloodstone Hunt); CAPTAIN AMERICA #358-361 (aided Captain America in combat with Batroc, Machete, Zaran, Baron Zemo II); CAPTAIN AMERICA #362 (encountered Crossbones); CAPTAIN AMERICA #370 (accompanied Captain America to Skullhouse); CAPTAIN AMERICA #371 (first date with Steve Rogers); CAPTAIN AMERICA #373-374 (battled the Black Widow, acquired new costume); CAPTAIN AMERICA #380 (put on trial by Serpent Society, almost executed); CAPTAIN AMERICA #381-382 (hired Paladin to help get revenge on Serpent Society); CAPTAIN AMERICA #385 (formed Bad Girls Inc. with Black Mamba and Asp)

DOC SAMSON™



DOC SAMSON

BIOGRAPHICAL DATA

Real name: Leonard Samson
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Psychiatrist
Former occupation: College professor; special consultant to Gamma Base
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Tulsa, Oklahoma
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: (former) General Thaddeus E. "Thunderbolt" Ross (deceased), Major Glenn Talbot (deceased); (current) Hulk, Rick Jones, Nick Fury, SHIELD
Major enemies: (former) Hulk, (current) Rhino, Leader
Usual base of operations: Mobile
Former bases of operations: Gamma Base, New Mexico
Current group membership: None
Former group membership: None
Extent of education: Ph.D. in psychiatry

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 380 lbs.
Eyes: Blue
Hair: Green
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 75
Speed: Peak human
Stamina: Superhuman
Durability: Superhuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic hand-to-hand combat skills
Special skills and abilities: Expert psychiatrist, skilled theoretical technician, inventor of various medical devices
Superhuman physical powers: Superhuman strength, stamina, and durability
Superhuman mental powers: None
Special limitations: Doc Samson's strength increases and decreases in direct proportion to the length of his hair.
Source of superhuman powers: Exposure to gamma radiation

PARAPHERNALIA

Costume specifications: Leather and synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various as needed, sometimes leaping under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK Vol. 2 #141
Origin issue: INCREDIBLE HULK Vol. 2 #141

Significant Issues: INCREDIBLE HULK #141 (psychoanalyzed Bruce Banner; superhuman powers from controlled exposure to gamma radiation siphoned from the Hulk, first battled the Hulk); INCREDIBLE HULK #143 (learned that his power decreases when he cuts his green hair); INCREDIBLE HULK #147 (lost powers due to bombardment of intense gamma radiation); INCREDIBLE HULK #193 (regained powers in gamma ray explosion, joined gamma base staff); INCREDIBLE HULK #199 (alongside SHIELD, battled Hulk); INCREDIBLE HULK #200 (shrank and projected Hulk into Glenn Talbot's brain to cure him of amnesia); INCREDIBLE HULK #218 (battled the Rhino); INCREDIBLE HULK #223 (captured by the Leader); INCREDIBLE HULK #225 (teamed with Hulk against Leader's humanoids); INCREDIBLE HULK #227 (attempted psychoanalysis of Hulk through his dreams, diagnosed him as a split personality); INCREDIBLE HULK ANNUAL #7 (encountered Angel and Master Mold); INCREDIBLE HULK #228-229 (encountered Moonstone II, battled Hulk); INCREDIBLE HULK #238 (quit Gamma Base, became General Ross's psychiatrist); INCREDIBLE HULK #251-253 (encountered Woodgod and the Changelings); MARVEL TEAM-UP #102 (former relationship with Dr. Delia Childress revealed, teamed with Spider-Man against Rhino and AIM); INCREDIBLE HULK ANNUAL #11 (defeated Unus); MARVEL TWO-IN-ONE ANNUAL #7 (with Thing and other heroes, abducted by Champion); INCREDIBLE HULK #314 (defeated the Hulk); INCREDIBLE HULK #315 (succeeded in separating Bruce Banner and the Hulk into separate individuals, rescued Hulk from SHIELD attempt to execute him); INCREDIBLE HULK #316 (adopted new costume; battled Iron Man, Wonder Man, Hercules, and Namor the Sub-Mariner for the right to recapture the Hulk); INCREDIBLE HULK #317 (battled Hulk); INCREDIBLE HULK #318 (destroyed Hulk robot; battled Hulkbusters, resulting in death of Carolyn Parmenter); INCREDIBLE HULK #319 (battled Hulk and Hulkbusters); INCREDIBLE HULK #320 (alongside Hulkbusters, defeated by Hulk); INCREDIBLE HULK #324 (attempted to remerge Banner and Hulk; accident resulted in Banner's transformation into grey Hulk); INCREDIBLE HULK #330 (mentally dominated by mutant mind-parasite); INCREDIBLE HULK #337 (assisted X-Factor in capturing Hulk on behalf of SHIELD); MARVEL COMICS PRESENTS #50 (cured Captain Ultra of his fear of fire); INCREDIBLE HULK #377 (with Ringmaster, merged Banner, grey Hulk, and green Hulk personae into new Hulk); INCREDIBLE HULK #380 (attended execution of convicted murderess "Crazy Eight")

DR. DEMONICUS™

DOCTOR DEMONICUS

BIOGRAPHICAL DATA

Real name: Douglas Birely
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Ruler of Demonica
Former occupation: Geneticist, criminal subversive
Citizenship: Demonica
Legal status: Criminal record in the U.S.
Place of birth: Culver City, California
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Batragon, Ghilaron, Lepirax, Centipor (creatures mutated from animals), Starchild, Cereberus, Hand of Five (genetic and robot monsters), Maur-Kon, the Pacific Overlords (Jawbreaker, Kuroko, Pele, Taifu, Irezumi, Cybertooth, Big One), (former) Living Lightning
Major enemies: SHIELD, Godzilla, Shogun Warriors, Avengers West Coast, Sunfire, Living Lightning
Usual base of operations: Demonica (a newly-formed island nation north of Hawaii)
Former bases of operations: Secret laboratories in the Aleutian Islands and the South Pacific, a gigantic space satellite orbiting the moon
Current group membership: Leader of the Pacific Overlords
Former group membership: None
Extent of education: Ph.D. in genetics

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 170 lbs.
Eyes: Grey
Hair: Brown
Other distinguishing features: Demonic-looking facial features including mottled skin and horns on forehead

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Advanced knowledge of genetics and of the technology of the alien Myndai
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Suffering from skin cancer currently in remission
Source of superhuman powers: Inapplicable

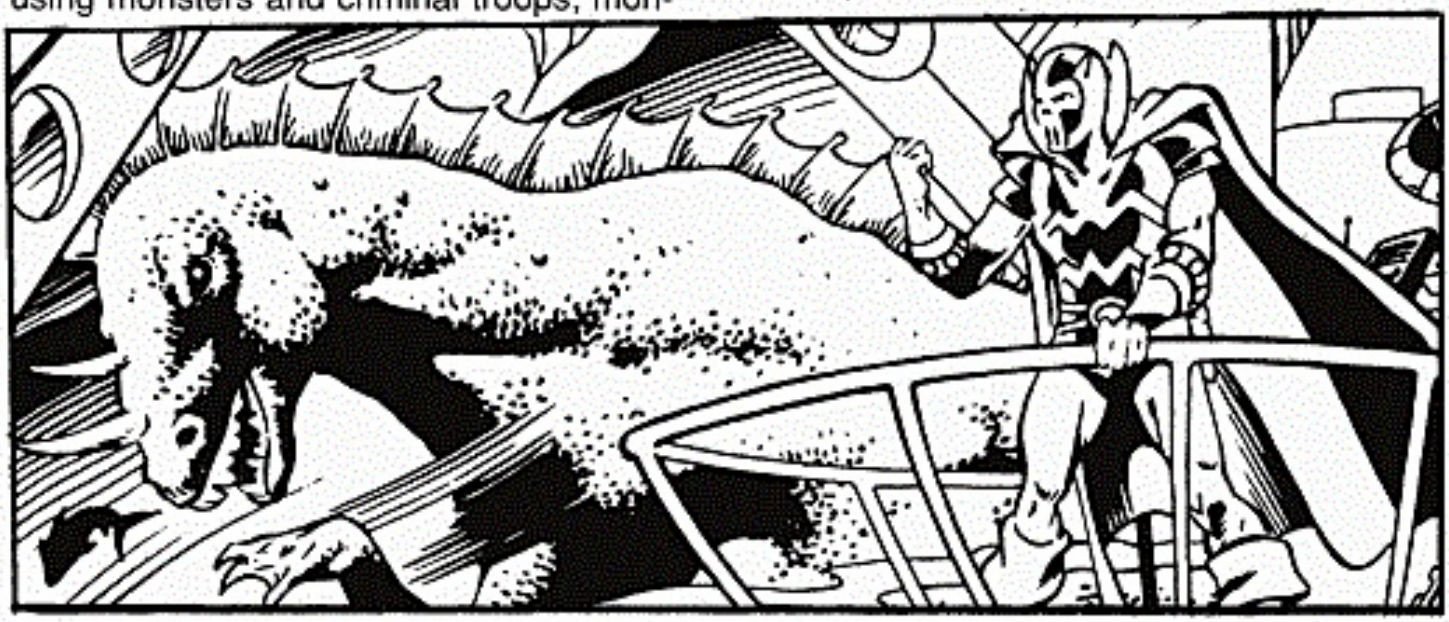
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric, containing devices which inhibit the effects of his skin cancer
Personal weaponry: A blaster that fires

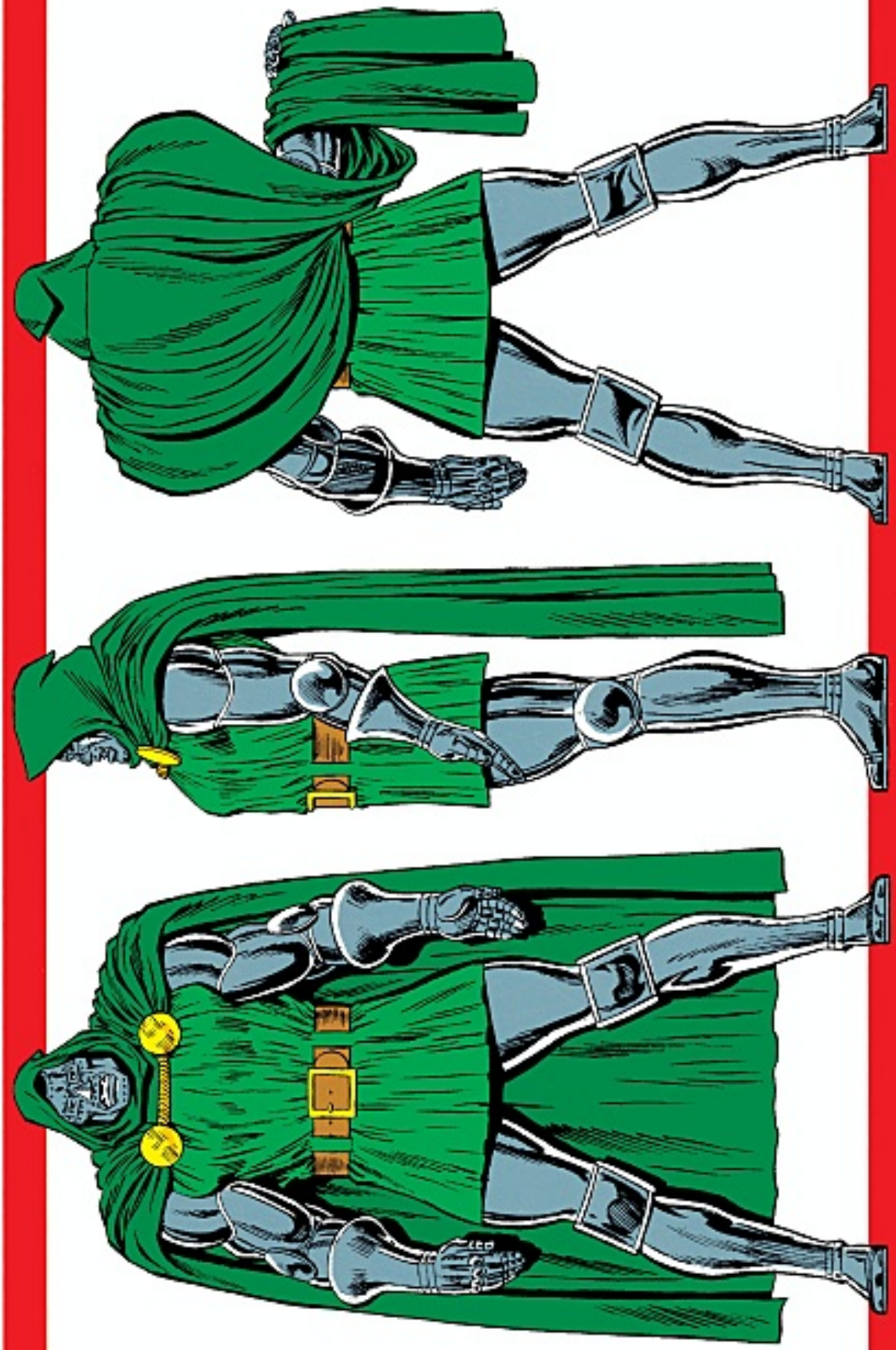
an unknown form of concussive energy
Special weaponry: Advanced genetics robotics and force field technology adapted to various weaponry
Other accessories: The Lifestone, a radioactive meteor, with which he has created artificial mutated monsters.
Transportation: Various airships
Design and manufacture of paraphernalia: (genetic technology) Douglas Birely, (robotics and other technology) the Myndai

BIBLIOGRAPHY

First appearance: GODZILLA #4
Origin issue: GODZILLA #5
Significant issues: GODZILLA #4-5 (assumed costumed identity, used the Lifestone to create mutated monsters, raided oil tankers from Aleutian Island base using monsters and criminal troops; monsters defeated by Godzilla, Demonicus defeated by Gabe Jones, taken into SHIELD custody); SHOGUN WARRIORS #8-14 (aided by Maur-Kon of the alien Myndai, sent his creations Starchild, Cerberus, and the Hand of Five against the Shogun Warriors Raydeen, Combatra, and Dangard Ace; launched meteor strike against Earth from space station base; foiled by Shogun Warriors, taken into custody by SHIELD); IRON MAN #193, 196 (captured, controlled, and mutated Godzilla, set Godzilla against Avengers West Coast; salvaged Iron Man's original armor, used it to attack Avengers West Coast, defeated by Tony Stark); AVENGERS WEST COAST #70-74 (created the Pacific Overlords, battled Sunfire and Avengers West Coast; raised land mass from Pacific Ocean floor, creating new island nation of Demonica with himself as ruler)



DOCTOR DOOM™



DOCTOR DOOM

BIOGRAPHICAL DATA

Real name: Victor Von Doom
Other Current aliases: The Master (among Latverian subjects)
Former aliases : Reed Richards, Daredevil, Vincent Vaughn, Norman McArthur, Invincible Man
Dual identity: Publicly known
Current occupation: Monarch, would-be conqueror
Former occupation: Student, scientist, leader of an order of Tibetan monks
Citizenship: Latveria
Legal status: Ruler of Latveria with full diplomatic immunity in the United States
Place of birth: A gypsy camp outside Haasenstatdt (now Doomstadt), Latveria
Marital status: Single
Known relatives: Werner Von Doom (father, deceased), Cynthia Von Doom (mother, deceased)
Known confidants: None, (former) Valeria
Known allies: Boris (his aide and childhood guardian); (former) Namor the Sub-Mariner, the Ovoids, the Terrible Trio (Bull Brogin, Harry Phillips, Yogi Dakor), Hauptmann (deceased), Dr. Hauptmann (deceased), Darkoth the Death-Demon (deceased), Lucius Dilby, the Puppet Master, Terrax, Kristoff (deceased), Klaw, Dr. Strange, the Super-Adaptoid, "Acts of Vengeance" prime movers (Loki, Mandarin, Red Skull, Magneto, Kingpin, Wizard)
Major enemies: Reed Richards, The Fantastic Four, Namor the Sub-Mariner, Spider-Man, Daredevil, the Avengers, the Silver Surfer, SHIELD, Diablo, Mephisto, the Hulk, Modok (deceased), AIM, Darkoth (deceased), Attuma, the Shroud, Prince Zorba (deceased), Dr. Strange, Arcade, the X-Men, the Puppet Master, Terrax, the Beyonder, Galactus, Cloak and Dagger, X-Factor I, Kristoff (alias Doctor Doom II, deceased), Excalibur
Usual base of operations: Castle Doom, Doomstadt, Latveria
Former base of operations: Mobile
Current group membership: None
Former group membership: Ally of Namor the Sub-Mariner, employer of the Terrible Trio; "Acts of Vengeance" prime movers
Extent of education: College studies in the sciences (expelled before completion of degree); self-educated to graduate level and beyond in most sciences; self-taught knowledge of the mystic arts

PHYSICAL DESCRIPTION

Height: 6' 2", (in armor) 6' 7"
Weight: 225 lbs., (in armor) 415 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Initially Doom had a long thin scar along one side of his face, presently his entire face is permanently and horribly scarred

POWERS AND ABILITIES

Intelligence: Extraordinary genius

Strength: Athlete, (in armor) Superhuman Class 10
Speed: Athlete
Flight speed: (in armor) Subsonic
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Skilled hand-to-hand combatant; long experience in personal fighting style which takes advantage of his armor's capabilities
Special skills and abilities: Extensive knowledge of all sciences; expert in robotics, trans-Einsteinian physics, genetic engineering, weapons technology, time travel, bio chemistry, and other fields; some knowledge of the mystic arts
Superhuman physical powers: None.
Superhuman mental powers: On certain occasions Doom has demonstrated the ability to psychically transfer his consciousness into another's body or to exchange his consciousness with another's
Special limitations: None
Source of superhuman powers: Training by the alien Ovoids

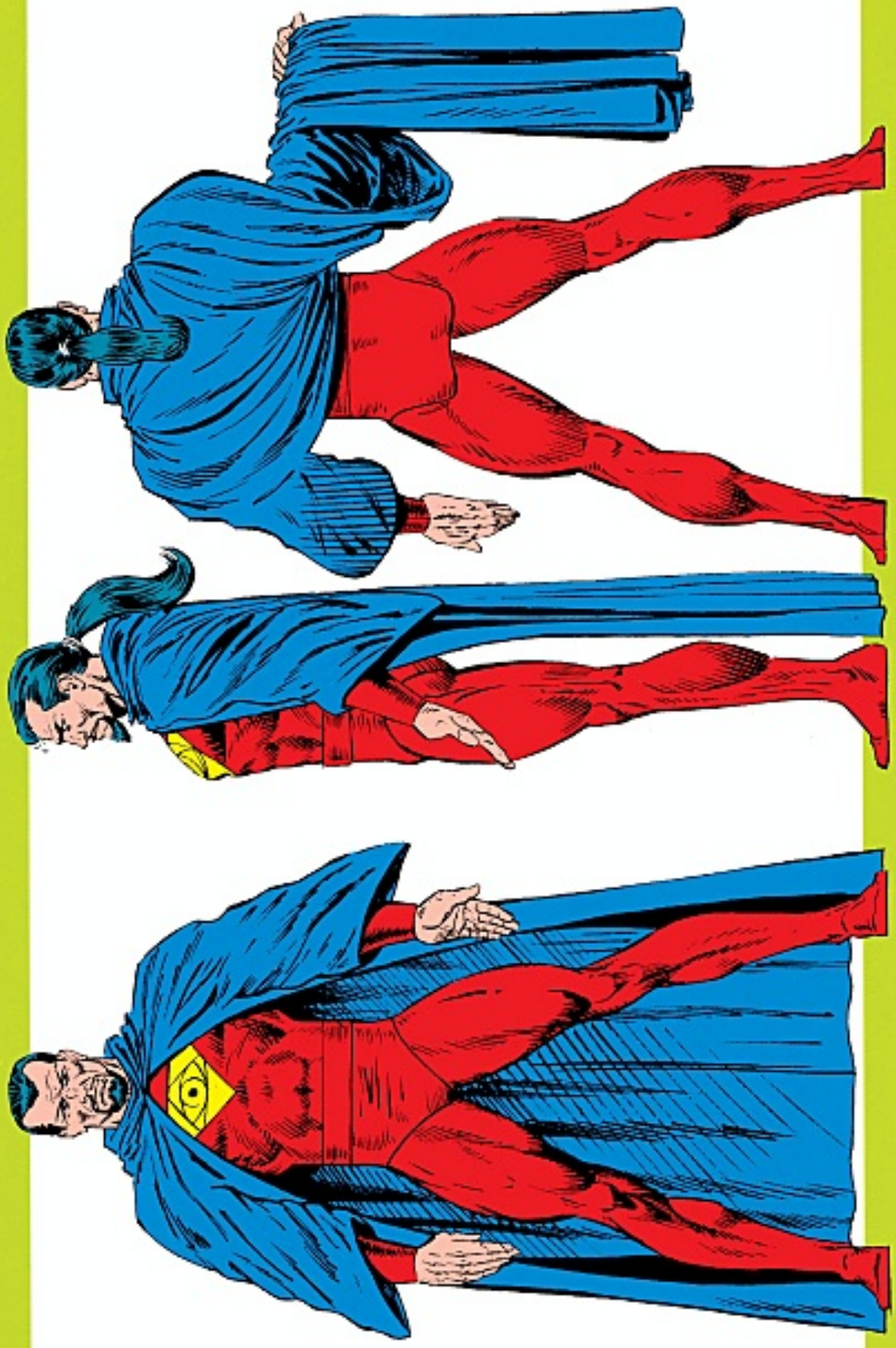
PARAPHERNALIA

Costume specifications: Body armor
Personal weaponry: Doctor Doom wears a sophisticated suit of nuclear-powered, microcomputer-enhanced iron body armor containing various offensive weaponry, including concussion beams (particle beams) and other devices subject to change; defensive weaponry, including a force field (invisible kinetic energy/dimensional shunt) and the ability to charge the surface of his armor with 30,000 volts of electricity; and a self-contained air supply for 4 hours. He carries a molecular-expander pistol in a belt holster
Special weaponry: Various as needed
Other accessories: Time machine (capable of sending up to a ton of matter through time); molecular-level shrinking device; a small army of semi-humanoid robot guards; an unknown number of "Doombots" (robot or android duplicates of himself); other devices too numerous to list
Transportation: Flight via nuclear-powered jet-pack
Design and manufacture of paraphernalia: Victor Von Doom

BIBLIOGRAPHY

Note: Each of Doctor Doom's Doombots is indistinguishable from Doom without close examination and is programmed to believe that it is the true Doom unless in the presence of Doom himself. It is virtually impossible to tell which of Doom's recorded exploits are attributable to the real Doom.
First appearance: FANTASTIC FOUR #5
Origin issue: FANTASTIC FOUR ANNUAL #2, MARVEL SUPER-HEROES Vol. 1 #20, FANTASTIC FOUR #278

DOCTOR DRUID™



DOCTOR DRUID

BIOGRAPHICAL DATA

Real name: Anthony Druid
Other current aliases: None
Former aliases : None
Note: Doctor Druid's name has erroneously been reported as "Dr. Droom"
Dual identity: Publicly known
Current occupation: Occult expert, lecturer, author, adventurer
Former occupation: Psychiatrist, explorer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: Amergin (10th Century A.D. ancestor)
Known confidants: (former) Terminatrix (Ravonna, Nebula II)
Known allies: Captain America, Doctor Strange, Ancient One (as the Lama, deceased), Hulk, Shaman, Agatha Harkness, Scarlet Witch, Avengers, (former) Terminatrix (Ravonna, Nebula II)
Major enemies: The Druid, Terminatrix, Maha Yogi, Super-Adaptoid, Zamu, Aquaticans, Stonecutter, Masters of Evil IV, Kang, Anachronauts, Magus I
Usual base of operations: Mobile
Former bases of operations: Boston, Massachusetts
Current group membership: Avengers reserve
Former group membership: Avengers (active)
Extent of education: M.D. from Harvard, degree in psychiatry, extensive knowledge of the occult arts, especially Celtic lore

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 310 lbs.
Eyes: Green
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Flight speed: Directed motion hovering
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Minimal; relies on magical abilities
Special skills and abilities: Doctor Druid employs the mystical knowledge and skills of the ancient Druids. Through Earth magic rituals that may involve chants, runes, candles, potions, mystic symbols, and other such preparations, Doctor Druid can achieve various magical feats. These rituals tap the inherent mystical energies in natural objects and materials. Doctor Druid can also call upon the celtic war goddesses Morrigan, Macha, and Badb for mystical assistance. Doctor Druid also possesses various yogic abilities including

control over involuntary functions of his body, such as his heartbeat, respiration, bleeding, and reaction to pain.

Superhuman physical powers: None; Doctor Druid is not a true sorcerer since he does not manipulate ambient and extradimensional magical energies

Superhuman mental powers: Psionic abilities including telepathy, enabling him to scan or project his thoughts to any mind on Earth; the ability to mesmerize minds less adept than his own, and can perform mass hypnosis. Doctor Druid's hypnotic abilities enable him to achieve numerous illusory effects, including invisibility, seeming transformation, sudden seeming materializations. He has psychokinetic powers enabling him to levitate himself or other people and objects. Doctor Druid has limited precognitive abilities and can sense the presence of recent uses of magic and trace them to their sources.

Special limitations: Doctor Druid's druidic powers have a special vulnerability to iron, as did the powers of his ancestors. Iron tends to act as a "lightning rod" for the magical forces he employs, sometimes disrupting their effects.

Source of superhuman powers: Activation of his latent mystical abilities by the Ancient One (as the Lama)

PARAPHERNALIA

Costume specifications: Conventional fabrics

Personal weaponry: None

Special weaponry: None

Other accessories: Various Celtic mystical artifacts

Transportation: Self-levitation

Design and manufacture of paraphernalia: Unrevealed

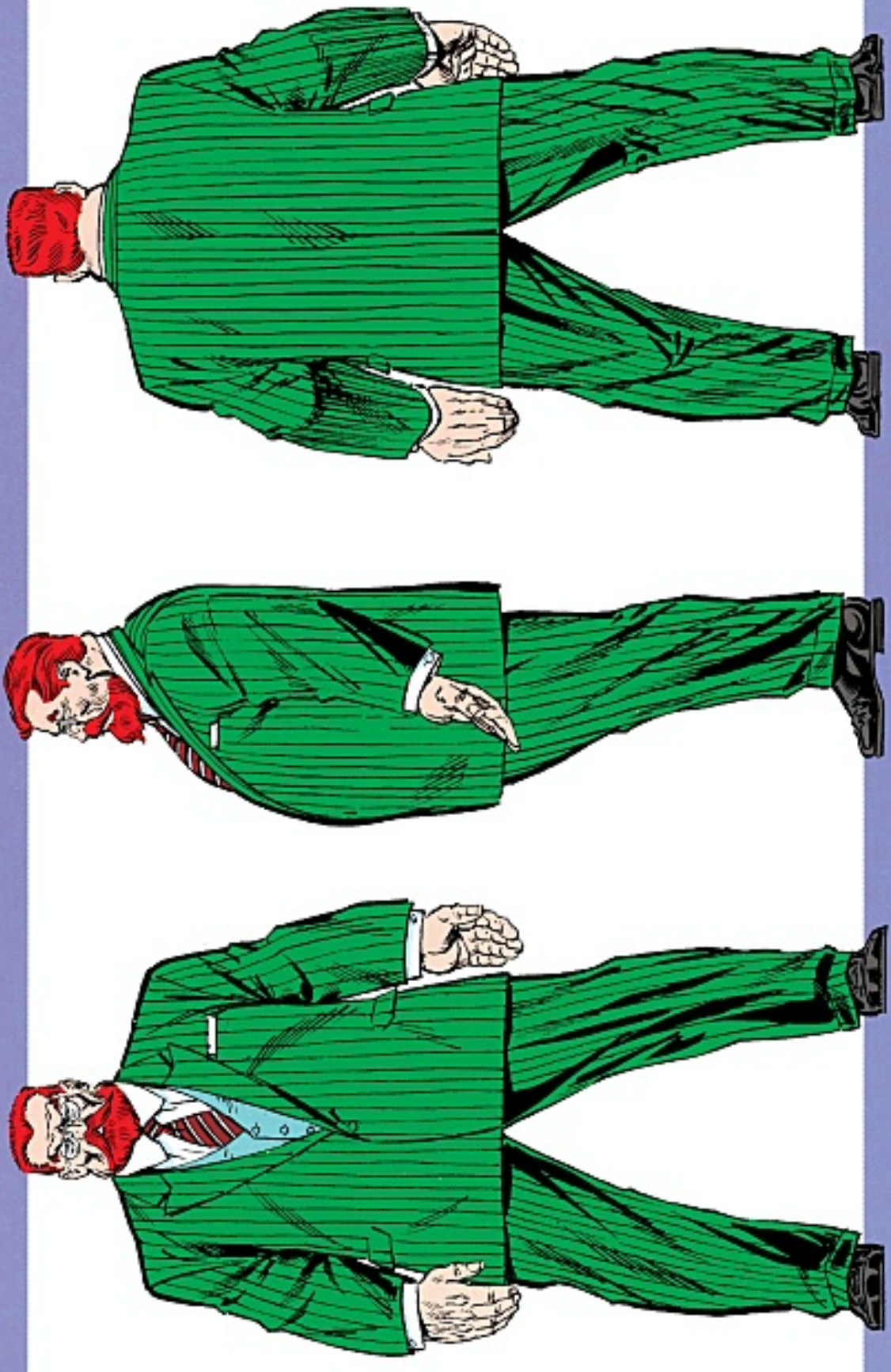
BIBLIOGRAPHY

First appearance: (historical) AMAZING ADVENTURE Vol. 1 #1, (modern) WEIRD WONDER TALES #19

Origin issue: (historical) AMAZING ADVENTURE Vol. 1 #1, (modern) WEIRD WONDER TALES #19

Significant issues: WEIRD WONDER TALES #19 (encountered Lama who awakened his supernatural abilities, became crimefighter); WEIRD WONDER TALES #20 (exposed Zamu as alien invader); WEIRD WONDER TALES #21 (discovered "missing link" Gorgilla in Borneo); WEIRD WONDER TALES #22 (thwarted invasion of surface world by Aquaticans); INCREDIBLE HULK #209-211 (teamed with Hulk against Maha Yogi); AVENGERS #225-226 (with Avengers encountered the Fomor and his ancestor Amergin); AVENGERS #276 (aided Avengers in thwarting Masters of Evil IV's takeover of Avengers Mansion); AVENGERS #278 (joined Avengers); WEST COAST AVENGERS ANNUAL #2/AVENGERS ANNUAL #16 (battled Dracula doppleganger in realm of Death)

DOCTOR FAUSTUS™



DOCTOR FAUSTUS

BIOGRAPHICAL DATA

Real name: Johann Fennhoff
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Psychiatrist, criminal mastermind
Former occupation: None
Citizenship: Austria
Legal status: Criminal record in the U.S.
Place of birth: Vienna, Austria
Marital status: Single
Known relatives: Anna Fennhoff (mother)
Known confidants: None
Known allies: Ferret, Dr. Johann Wolfgang, Dr. Karl Sofen (Moonstone II), The Grand Director
Major enemies: Captain America
Usual base of operations: New York State area
Former bases of operations: New York City; Derby, Connecticut
Current group membership: None
Former group membership: The Corporation, sponsor of the National Force
Extent of education: Ph. D in psychiatry

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 321 lbs.
Eyes: Blue
Hair: Red
Other distinguishing features: Usually wears a beard

POWERS AND ABILITIES

Intelligence: Genius
Strength: Peak human
Speed: Athlete
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal hand-to-hand combat experience or skills
Special skills and abilities: Faustus is extremely charismatic and can modulate his voice in a highly persuasive manner.
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Faustus has suffered extensive leg injuries, forcing him to use a cane or wheelchair for mobility. He can stand or walk without assistance for only a brief time.
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Conventional attire
Personal weaponry: None
Special weaponry: Various hand weapons
Other accessories: Faustus regularly employs hologram projectors, hallucinogenic gas dispensers, androids, and elaborate props. He also hires henchmen to impersonate various people as part of his scheme to drive his victims insane.

Transportation: Various conventional vehicles

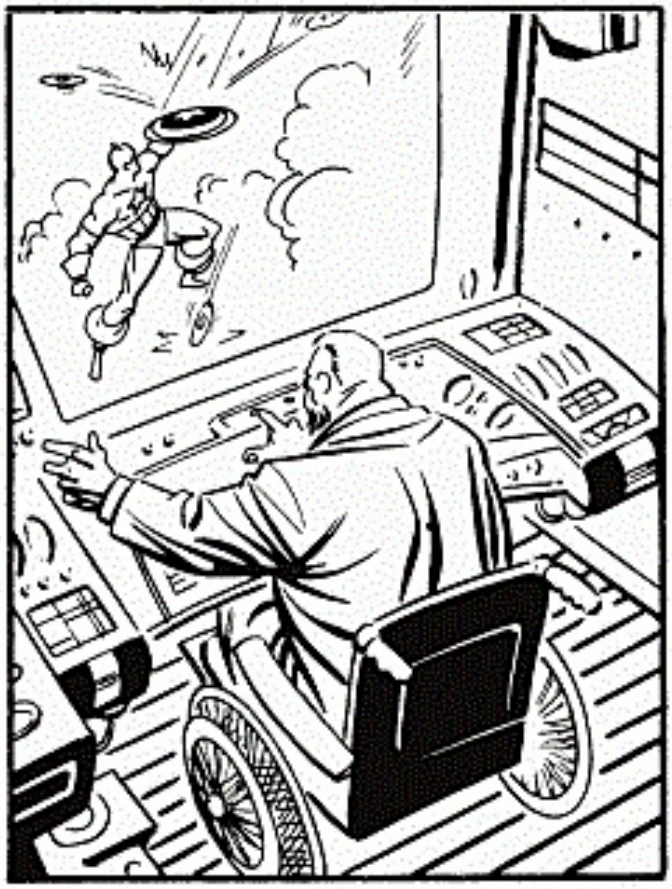
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

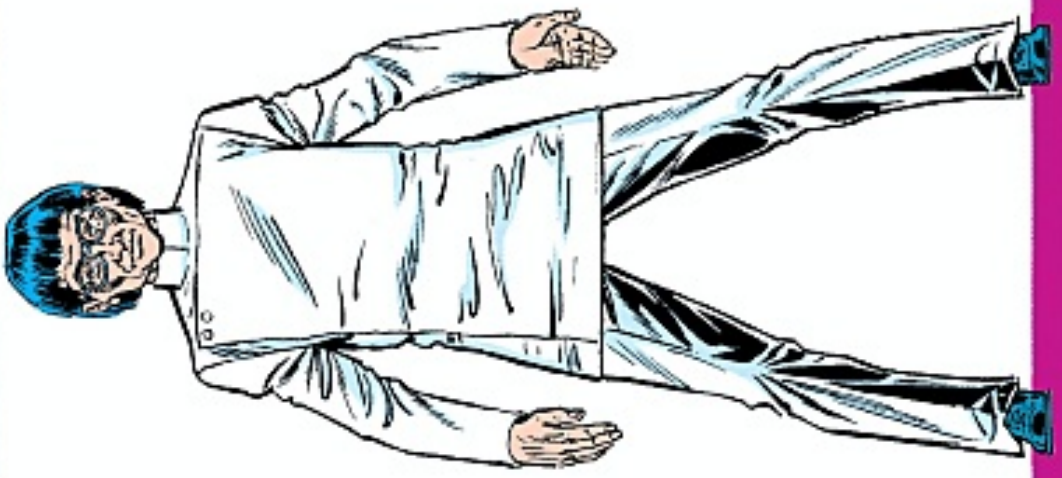
First appearance: CAPTAIN AMERICA #107

Origin issue: (partial) MARVEL TEAM-UP #133

Significant issues: CAPTAIN AMERICA #107 (induced nightmares and hallucinations in Steve Rogers in attempt to drive him insane, bested in physical confrontation); CAPTAIN AMERICA #161-162 (revealed to be treating the amnesiac Peggy Carter, captured Sharon Carter and her parents in attempt to destroy Captain America); CAPTAIN AMERICA #192 (acquired stolen weapons from Stark International with which he planned to threaten New York City, organized private flight of American criminals, plan thwarted by Captain America); CAPTAIN AMERICA #232-236 (directed the neo-Nazi group National Force from behind the scenes, conditioned Captain America IV to become the Force's Grand Director, brainwashed Sharon Carter and program-med her to commit suicide, temporarily brainwashed Captain America, battled Captain America and Daredevil, legs injured by falling gas canisters); MARVEL TEAM-UP #132-133 (mentally conditioned Every-Man to be his operative, using his absorbascan to draw in psychic power from other people, in attempt to mentally defeat Mr. Fantastic and prove his worth to the Secret Empire, battled Spider-Man and Mr. Fantastic); CAPTAIN AMERICA #326 (occupied the Red Skull's mansion, attempted to coerce Captain America into committing suicide through use of ghostly holograms)



DOCTOR MALUS™



DOCTOR MALUS

BIOGRAPHICAL DATA

Real name: Karl Malus
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Criminal scientist
Former occupation: Surgeon, researcher, founder of Institute for Supranormality Research
Citizenship: United States of America
Legal status: Criminal record in the United States
Place of birth: Mud Butte, South Dakota
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: The Enforcer (deceased), the Fly (deceased), the Hornet, the Power Broker, the Sweat Shop, Goliath, Armadillo, the Power Tools (Buzzsaw, Jackhammer, Drill, Triphammer, Pick-Axe, Vice, Handsaw)
Major enemies: Spider-Woman I, Werewolf, Thing, Ms. Marvel II, Captain America, the Night Shift, Battle Star, USAgent, Hawkeye
Usual base of operations: Los Angeles, California
Former bases of operations: Unrevealed
Current group membership: Power Broker, Inc.
Former group membership: Unrevealed
Extent of education: MD specializing in surgery, Master's degree in biochemistry

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 155 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Nearsightedness necessitates he wear glasses

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Malus is a brilliant surgeon with a great knowledge of chemistry, genetic manipulation, and radiology
Superhuman physical powers: None
Superhuman mental powers: None

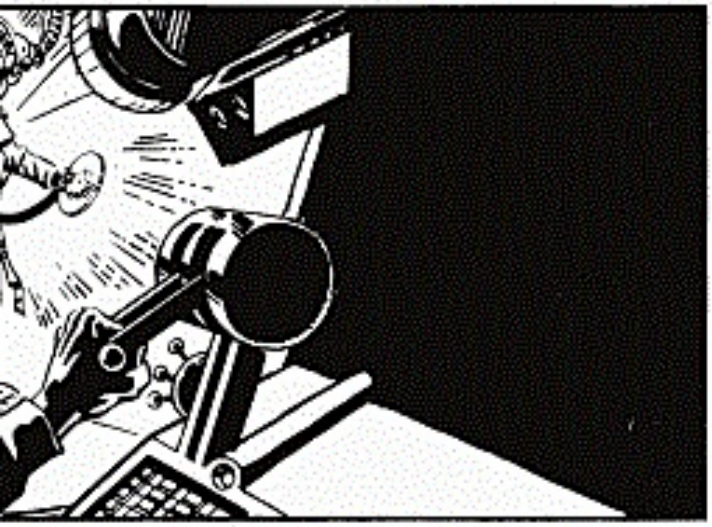
Special limitations: Dr. Malus is extremely near-sighted
Source of superhuman powers: None

PARAPHERNALIA

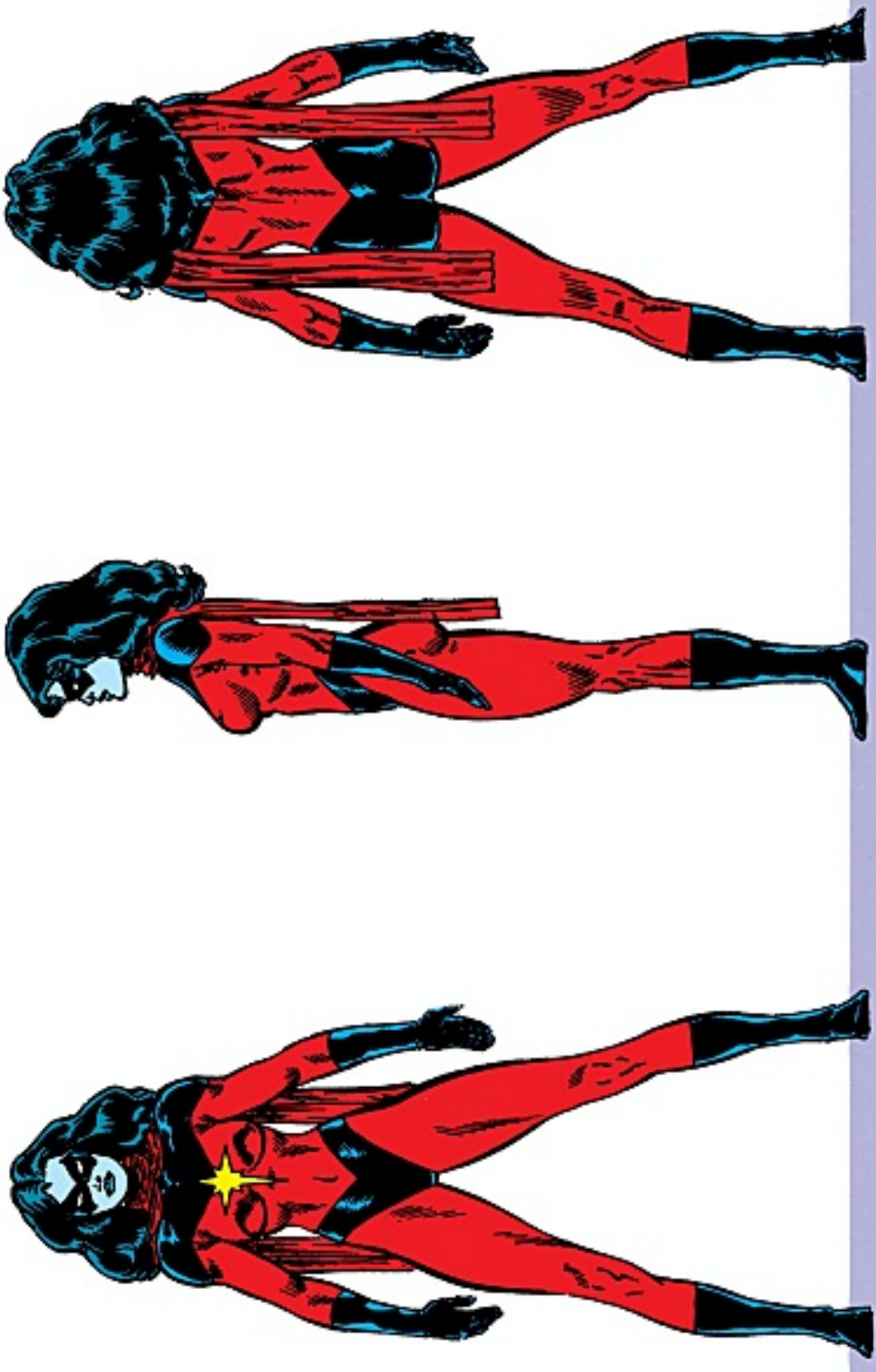
Costume specifications: Normal laboratory attire
Personal weaponry: None
Special weaponry: Various weapons, conventional and exotic, when needed
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Dr. Karl Malus

BIBLIOGRAPHY

First appearance: SPIDER-WOMAN #30
Origin issue: Dr. Malus's origin is as yet unrevealed.
Significant issues: SPIDER-WOMAN #30 (conducted tests on Rick Deacon, the Fly; aided Spider-Woman I's comatose friend Scott McDowell); SPIDER-WOMAN #31-32 (revealed to have transformed Scott McDowell into rampaging Hornet; under pretext of helping Jack Russell control his transformations into the Werewolf, took control of him; overpowered by the Werewolf); IRON MAN ANNUAL #7 (revealed to have gained the secret of Henry Pym's growth process from treating Daddy Longlegs, restored Eric Josten's power plus gave him growth serum, deserted by Josten as Goliath II); CAPTAIN AMERICA #308 (transformed Antonio Rodriguez into Armadillo, encountered Captain America); THING #35 (employed by the Power Broker, strength-augmented Sharon Ventura into Ms. Marvel II); CAPTAIN AMERICA #328 (almost strength-augmented Captain America, overpowered by D-Man); CAPTAIN AMERICA #329-330 (escaped with Captain America from sealed Power Broker laboratory, captured by the Night Shift); CAPTAIN AMERICA #363-364 (aided by Bludgeon and Mangler, abducted Vagabond, attempted to use her to help him take over Power Broker, Inc. from incapacitated employer, thwarted by Vagabond); AVENGERS SPOTLIGHT #29 (attempted to learn secret of Daredevil's prowess and Madcap's invulnerability, fought Hawkeye alongside Triphammer, Pick-Axe, Vice and Handsaw); CAPTAIN AMERICA #375-378 (experimented on Battle Star, 18 others, to perfect the de-augmentation process to use on Power Broker, legs revealed to have been broken presumably for trying to betray his employer)



DR. MINERVA



DR. MINERVA

BIOGRAPHICAL DATA

Real name: Minn-Erva
Other current aliases: None known
Former aliases : None known
Dual identity: None. The general public of Earth is unaware of her existence.
Current occupation: Geneticist
Former occupation: Agent of the Kree Empire
Citizenship: Citizen of Kree-Lar, throne world of the Kree Empire
Legal status: No criminal record on Kree-Lar or Earth
Place of birth: Edelix, Kree-Lar
Marital status: Single
Known relatives: None
Known confidants: Captain At-Lass
Known allies: Dr. Mac-Ronn
Major enemies: Phae-Dor, Captain Mar-Vell, Quasar
Usual base of operations: Mobile aboard the Kree light cruiser *Ramatam*
Former base of operations: Kree science cruiser *Ananim*; Sullivan County, Texas
Current group membership: None
Former group membership: Unrevealed
Extent of education: Graduate of the Kree Science Academy, Vartanos, Kree-Lar

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 136 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Light-blue skin

POWERS AND ABILITIES

Intelligence: Gifted

Strength: Superhuman Class 10
Speed: Athlete
Stamina: Superhuman
Durability: Superhuman
Agility: Athlete
Reflexes: Peak human
Fighting skills: Minimal experience in hand to hand combat
Special skills and abilities: Ability to pilot various Kree starships, ability to operate high technology of the Kree, knowledge of genetics
Superhuman physical powers: Superhuman strength, ability to fly through the conscious manipulation of gravitons
Superhuman mental powers: Heightened intuitive faculties enabling her to guess correctly significantly higher than chance
Special limitations: Unrevealed
Source of superhuman powers: The Psyche-Magnitron, a machine invented by the Kree, capable of using "nega-energy" for various purposes, set to replicate the powers of Carol Danvers (Ms. Marvel I)

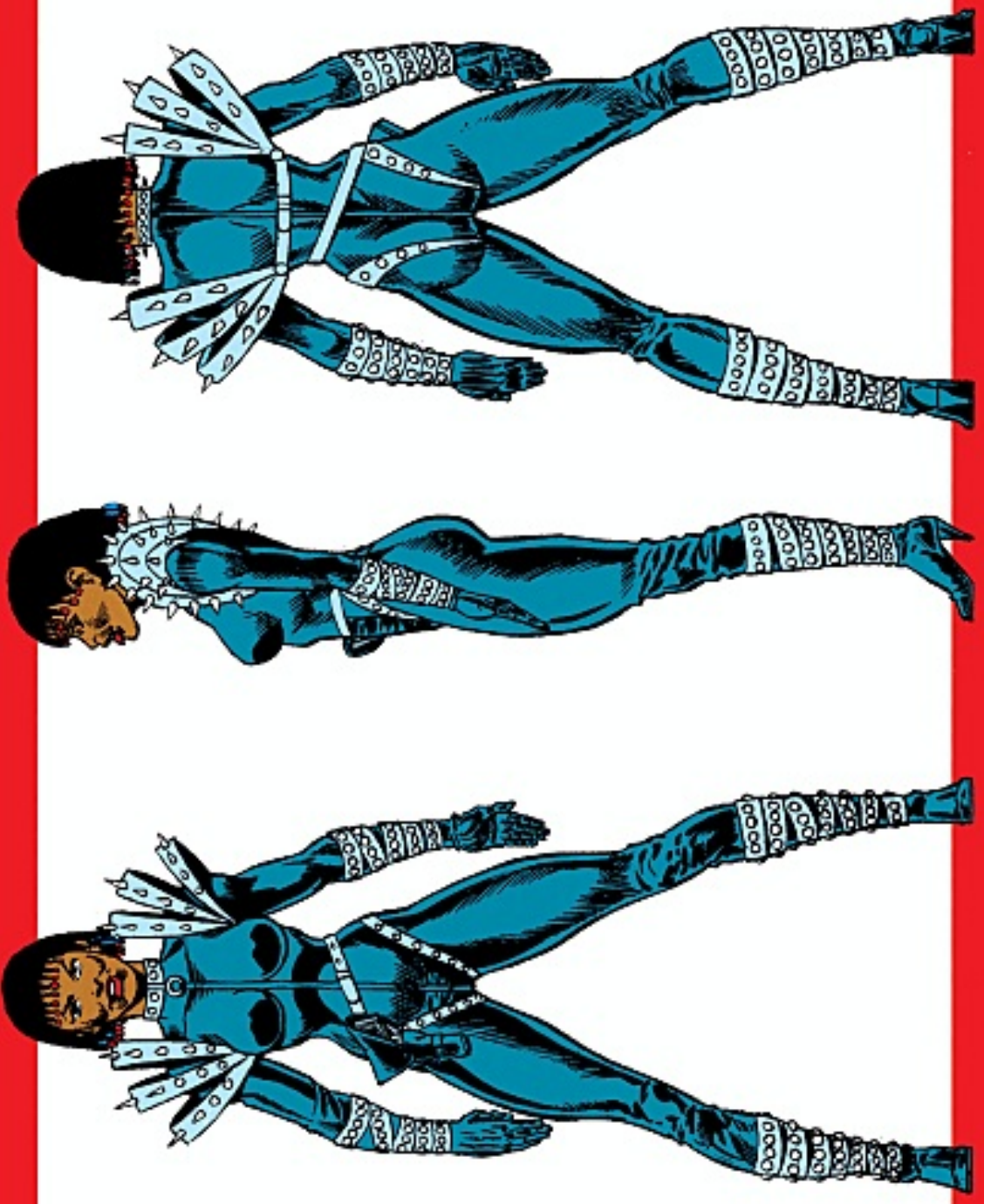
PARAPHERNALIA

Costume specifications: Alien materials resembling synthetic stretch fabric
Personal weaponry: None
Special weaponry: Various armament aboard the light cruiser
Other accessories: None
Transportation: Starship *Ramatam*
Design and manufacture of paraphernalia: Unidentified technicians of the alien Kree

BIBLIOGRAPHY

First appearance: CAPTAIN MARVEL #50
Origin issue: Dr. Minerva's origin is as yet unrevealed.
Significant issues: CAPTAIN MARVEL #50 (orbited Earth in starship, observing Mar-Vell); CAPTAIN MARVEL #51 (abducted Rick Jones); CAPTAIN MARVEL #52 (lured Mar-Vell aboard craft, revealed to him her theory that the two of them would produce superior offspring capable of advancing the evolutionary potential of the Kree species, ordered by science council head Phae-Dor to abandon mission, refused, neurologically overpowered); CAPTAIN MARVEL #53 (rescued from wrecked science cruiser by Mar-Vell); CAPTAIN MARVEL #55 (rendezvoused with Kree scientist Mac-Ronn and docile Ronan the Accuser on Texas farm); MS. MARVEL #19 (observed Ronan revive and escape custody); QUASAR #9 (incognito commissioned AIM to steal Quasar's quantum-bands); QUASAR #10 (abducted Quasar, revealed to him how she was transformed by the Psyche-Magnitron and rendezvoused with Captain At-Lass, tried to remove Quasar's quantum-bands, banished from Earth)
Note: Dr. Minerva's uniform is very similar to the second uniform worn by Captain Mar-Vell and the first worn by Ms. Marvel I. Dr Minerva has no connection to the Greek goddess Athena, sometimes known by her Roman name Minerva.

DOCTOR NIGHTSHADE™



DOCTOR NIGHTSHADE

BIOGRAPHICAL DATA

Real name: Tilda Johnson
Other current aliases: None known
Former aliases: Nightshade, Deadly Nightshade, Queen of the Werewolves
Dual identity: Publicly known
Current Occupation: Criminal scientist
Former occupation: Criminal mastermind
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: New York City
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Superia, Femizons, (former) Yellow Claw, Eel II, Man-Mountain Marko, Stiletto, Discus, Dredmund the Druid
Major enemies: Captain America, Cage, Iron Fist, Falcon, Machine Man, SHIELD, Dredmund the Druid
Usual base of operations: Island of Femizonia, location undisclosed
Former bases of operations: Harlem, New York City; Starkesboro, Massachusetts
Current group membership: Superia's Femizons
Former group membership: None
Extent of education: Taught herself genetics, biochemistry, cybernetics, robotics, and physics; obtained a doctoral degree from an undisclosed university while in prison

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 120 lbs
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant
Special skills and abilities: Extensive knowledge of genetics, biochemistry, cybernetics, robotics, and physics
Superhuman physical powers: Apparently secretes chemical pheromones from her body that affect the will of certain animals, including werewolves, making them obedient to her commands
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: Unrevealed, possibly genetic mutation

PARAPHERNALIA

Costume specifications: Conventional

fabrics; sometimes wears protective battle armor, including silver spikes for protection from attack by werewolves

Personal weaponry: Conventional handguns

Special weaponry: Created an array of advanced weaponry

Other accessories: Nightshade has built numbers of humanoid robots. She has also developed serums that transform normal humans into werewolves. She has used concentrated pheromones to enhance her allure to men.

Transportation: Superia's air, sea, and land vehicles

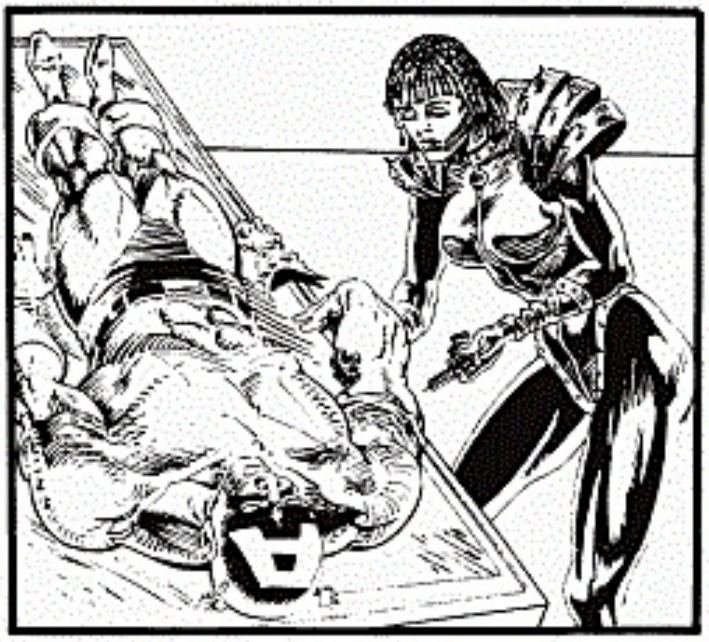
Design and manufacture of paraphernalia: Tilda Johnson

BIBLIOGRAPHY

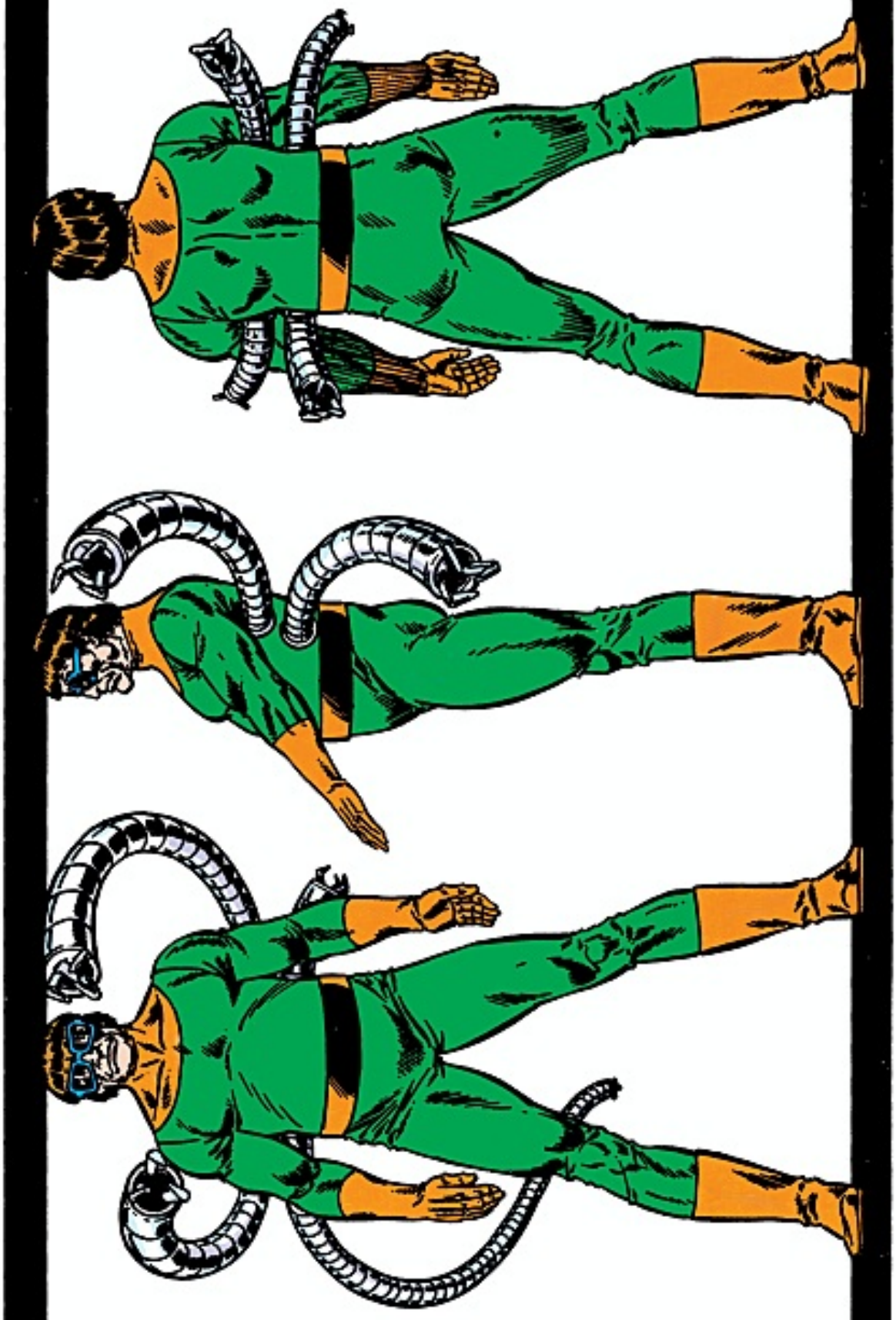
First appearance: (as Deadly Nightshade) CAPTAIN AMERICA AND THE FALCON #164, (as Doctor Nightshade) CAPTAIN AMERICA #403

Origin issue: POWER MAN AND IRON FIST #53

Significant issues: CAPTAIN AMERICA AND THE FALCON #164 (partnered with Yellow Claw, attempted to transform convicts into werewolf army, thwarted by Captain America and SHIELD); CAPTAIN AMERICA AND THE FALCON #189-190 (took control of a SHIELD facility, used pheromones to force Captain America to battle Falcon, was captured); POWER MAN AND IRON FIST #51-53 (used robots to take over Harlem protection rackets, was defeated by Power Man II and Iron Fist); POWER MAN AND IRON FIST #110 (led Eel II; Man-Mountain Marko, Stiletto, and Discus in attempt to rob debutante's ball; captured by Power Man II and Iron Fist); MARVEL TEAM-UP ANNUAL #3 (sought to make Hulk her pawn; fought Power Man II, Iron Fist, and Machine Man; imprisoned); CAPTAIN AMERICA #389-391 (acted as Superia's second-in-command; helped develop serum to transform men into women which she used on Captain America and Paladin; also helped Superia develop her sterilization bomb); CAPTAIN AMERICA #403-408 (worked with Dredmund the Druid as a double agent for Superia, used serum to transform Captain America and people of Starkesboro into werewolves)



DOCTOR OCTOPUS™



DOCTOR OCTOPUS

BIOGRAPHICAL DATA

Real name: Otto Octavius
Other current aliases: None
Former aliases: Master Planner
Dual identity: Publicly known
Current occupation: Criminal mastermind
Former occupation: Atomic research consultant
Citizenship: United States of America
Legal status: Criminal record in America
Place of birth: Schenectady, New York
Marital status: Single
Known relatives: None
Known confidants: Dr. Charles Jefferson (psychiatrist)
Known allies: Sinister Six I (Electro, Kraven, Mysterio, Sandman, Vulture); Sinister Six II (Electro, Hobgoblin, Mysterio, Sandman, Vulture)
Major enemies: Spider-Man, Hammerhead, the Owl
Usual base of operations: New York area
Former bases of operations: Same
Current group membership: Sinister Six
Former group membership: Own criminal organization
Extent of education: Ph.D in nuclear science

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 245 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Myopia necessitates the use of prescription eyeglasses

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Limited knowledge of conventional hand-to-hand combat; effective offensive use of extra appendages.
Special skills and abilities: Doctor Octopus is the world's leading authority on nuclear radiation and its effects on human physiology; he is also a brilliant engineer and inventor.
Superhuman physical powers: None
Superhuman mental powers: The ability to control his four artificial "tentacles", even over vast distances
Special limitations: Myopia; neuroses
Source of superhuman powers: Atomic radiation

PARAPHERNALIA

Costume specifications: None
Personal weaponry: Four mentally-controlled, electrically powered

telescoping, prehensile titanium-steel tentacles attached to a stainless-steel harness encompassing his lower torso.

Special weaponry: None

Other accessories: Doctor Octopus has recently employed an armored body suit enabling him to breathe underwater and designed to withstand extreme water pressure like his namesake.

Transportation: Ambulation by tentacles; other conventional vehicles

Design and manufacture of paraphernalia: Otto Octavius

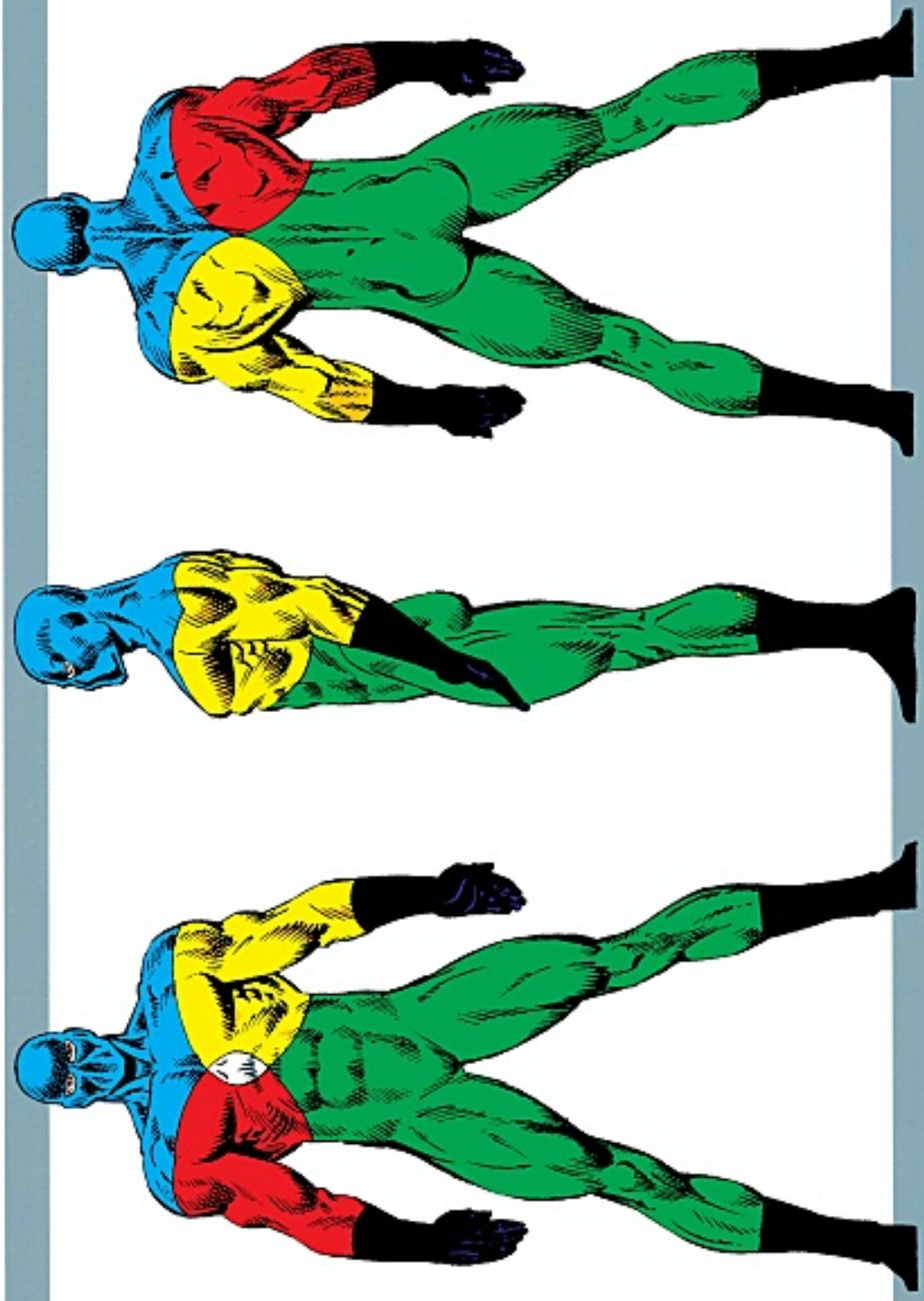
BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #3

Origin issue: AMAZING SPIDER-MAN #3, #296; PARALLEL LIVES GRAPHIC NOVEL

Significant issues: AMAZING SPIDER-MAN #3 (first encountered Spider-Man); AMAZING SPIDER-MAN ANNUAL #1 (formed the Sinister Six); AMAZING SPIDER-MAN #31-32 (disguised as the Master Planner, organizes theft of atomic equipment); AMAZING SPIDER-MAN #53 (attempted to steal the Defense Department's Nullifier device, set trap for Spider-Man); AMAZING SPIDER-MAN #54 (became May Parker's tenant); AMAZING SPIDER-MAN #55 (used Nullifier on Spider-Man, rendered him amnesiac); AMAZING SPIDER-MAN #56 (tricked Spider-Man into assisting him); AMAZING SPIDER-MAN #88 (exhibited ability to activate mechanical arms remotely, used them to free self from prison); AMAZING SPIDER-MAN #89-90 (battle with Spider-Man resulted in accidental death of police Captain George Stacy); AMAZING SPIDER-MAN #113-114 (waged gang war with Hammerhead); AMAZING SPIDER-MAN #131 (attempted to wed May Parker in order to acquire island with atomic plant she inherited); AMAZING SPIDER-MAN #157-159 (battled the "ghost" of Hammerhead, restored him to human form); SPECTACULAR SPIDER-MAN ANNUAL #1 (attempted to hijack an atomic submarine); AMAZING SPIDER-MAN ANNUAL #15 (attempted to poison New York City with printers' ink, battled Punisher and Spider-Man); SPECTACULAR SPIDER-MAN #73,75,76 (battled the Owl and his gang); SPECTACULAR SPIDER-MAN #124 (deactivated nuclear reactor in laboratory before meltdown); FANTASTIC FOUR #267 (displayed multiple personality disorder); MARVEL SUPER HEROES SECRET WARS #1-12 (taken to Beyonder's battleworld, fought horde of heroes); WEB OF SPIDER-MAN #4-5 (treated for acute arachnophobia); AMAZING SPIDER-MAN #297 (Spider-Man cured him of his arachnophobia); "PARALLEL LIVES" GRAPHIC NOVEL (blamed Peter Parker for his unhappiness; first used underwater armor); AMAZING SPIDER-MAN #334 (reformed Sinister Six to battle Spider-Man)

DR. SPECTRUM™



DOCTOR SPECTRUM

BIOGRAPHICAL DATA

Real name: Joseph "Joe" Ledger
Current aliases: None
Former aliases : None known
Dual identity: Publicly known to the citizens of the United States of "Other-Earth" ("Earth-S")
Current occupation: Adventurer
Former occupation: Astronaut, government agent
Citizenship: United States of "Other-Earth" or "Earth-S"
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: Whizzer II, Foxfire (deceased), Golden Archer (Black Archer, deceased)
Known allies: The Squadron Supreme, Quasar, Avengers, Defenders, Doctor Strange
Major enemies: Scarlet Centurion, the Over-Mind, Null the Living Darkness, Quagmire, the Mink, Institute of Evil, Master Menace, Nth Man I
Usual base of operations: Project: Pegasus, New York State
Former base of operations: Rocket Central (Squadron Supreme satellite); Squadron Mountain headquarters, Moreland; Squadron City, Great American Desert, United States of "Other-Earth"
Current group membership: The Squadron Supreme
Former group membership: None
Extent of education: College degree in aeronautics, astronaut training

PHYSICAL DESCRIPTION

Height: 6'
Weight: 190 lbs.
Eyes: White, formerly brown
Hair: White, formerly black
Other distinguishing features: Due to the explosion of his power prism, Doctor Spectrum's skin and hair have been bleached white.

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Flight speed: Supersonic
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Moderate hand-to-hand combatant, relies on his power emanations
Special skills and abilities: High aptitude for understanding and utilizing technology, ability to pilot various jet and spacecraft
Superhuman physical powers: Doctor Spectrum's body is imbedded with tiny fragments of a crystalline power object capable of generating and emitting beams of an unknown form of energy in a variety of ways. The spectral energy can be

emitted as concussive force, heat, light, and quasi-solid constructs. These constructs can take any shape he can fully visualize. Various forms of energy are emitted in different colors.

Superhuman mental powers: None, other than the ability to control the shape, form, duration, and intensity of his spectral emanations.

Special limitations: Mental fatigue will eventually impair his performance. Objects that he creates from spectral energy only remain in existence as long as he consciously wills them to be.

Source of superhuman powers: Tiny fragments of Skrullian power prism, given to him by the Skrullian Skymaster, which have bonded to his skin

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric, which is transparent to the emission of his spectral energy. Bleached chalk-white in the explosion of his power prism, he has since redyed it to its original color scheme.

Personal weaponry: None; formerly carried the power prism in his hand

Special weaponry: None

Other accessories: None

Transportation: Flight under his own power

Design and manufacture of paraphernalia: (Power prism) Unrevealed

BIBLIOGRAPHY

First appearance: AVENGERS #85

Origin issue: SQUADRON SUPREME #4

Significant issues: AVENGERS #85-86 (first encountered Avengers; with Squadron Supreme and Avengers, battled Brain-Child II); AVENGERS #147-148 (with Squadron, battled the Avengers on behalf of Serpent Cartel, then turned against Cartel); DEFENDERS #112-115 (with Squadron, fell under mind control of the Over-Mind; freed by Defenders; battled alongside the Squadron and Defenders against the Over-Mind and Null the Living Darkness); SQUADRON SUPREME #1 (resolved with the Squadron to assume the government of the United States); SQUADRON SUPREME #12 (refused to fight old friend Black Archer, allowed him to fire arrow that shattered his power prism); SQUADRON SUPREME: DEATH OF A UNIVERSE (with Squadron, attempted to save the universe from the expanding Nth Man); QUASAR #13-16 (with Squadron, stranded on the Avengers' Earth, encountered Quasar, relocated to Project: Pegasus; fell under mental control of Over-Mind; regained will on the Stranger's laboratory world); QUASAR #19 (alongside Squadron Supreme in Dr. Strange's failed attempt to return them to their own Earth); QUASAR #25 (with Hyperion and Whizzer II, battled Deathurge)

DR. STRANGE™

DOCTOR STRANGE

BIOGRAPHICAL DATA

Real name: Stephen Vincent Strange
Other current aliases: Sorcerer Supreme, Master of the Mystic Arts
Former aliases: Stephen Sanders
Dual identity: Publicly known, but the general populace tends to disbelieve that he is a sorcerer
Current occupation: Occult expert, Sorcerer Supreme of the Earth dimension
Former occupation: Physician, surgeon
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Philadelphia, Pennsylvania
Note: Although the Strange family farm was located in Nebraska, apparently Stephen, the eldest child, was born in Philadelphia before the Stranges moved to Nebraska
Marital status: Married (according to the laws of the Dark Dimension)
Known relatives: Clea (wife), Victor Strange (Baron Blood II, brother, deceased), Donna Strange (sister, deceased), unnamed parents (deceased), Umar (mother-in-law)
Known confidants: Clea, Wong, Kyllian, Sara Wolfe, Imei Chang, Morgana Blessing, Victor Strange (Baron Blood II), the Ancient One (deceased), Rintrah (deceased), Hamir the Hermit
Known allies: Clea, Kyllian, Topaz, Dr. Druid, Rama Kaliph, the Aged Genghis, Eternity, the Vishanti, Black Knight III, Victoria Bentley, Brother Voodoo, Hellstorm, Murdoch Adams, Namor the Sub-Mariner, Hulk, Silver Surfer, Valkyrie, Scarlet Witch, Fantastic Four, Spider-Man, Avengers, X-Men, Man-Thing, Jennifer kale, Kaluu, Morbius, Shaman, Alpha Flight, Agatha Harkness, Nick Fury, Cloak and Dagger, Dragon Circle, Enitharmon the Weaver, Red Wolf, III, Black Crow, Werewolf, Adam Warlock, Infinity Watch, Ghost Rider II, John Blaze, Nightstalkers, Daredevil, Darkhold Redeemers, Secret Defenders, Ancient One (deceased), Lord Phyffe (deceased), NightHawk II (deceased), Defenders, Ghost Rider I, Satana (deceased), Rintrah (deceased)
Major enemies: Baron Mordo, Nightmare, Dormammu, the Mindless Ones, Umar, Tiboro, Xandu, Shazana, Tazza, Zom, Nebulos, Satannish, Sons of the Satannish, Juggernaut, the Undying Ones, Sligguth, Shuma-Gorath, Sise-Neg, Silver Dagger, Cyrus Black, Dracula, Varnae, Stygyro, the Creators, Nebulon, the In-Betweener, Marie Leveau, the Dweller In Darkness, Ikonn, D'Spayre, Mordo's Minions (Demonicus, Adria, Kaecilius), the Darkholders, Urthona, Mephisto, Mephista, Magus I, Lilith II, the Lilin, (former) Yandroth (deceased), Kaluu, Mr. Rasputin, Thanos
Usual base of operations: 177A Bleecker Street, Greenwhich Village, New York City
Former base of operations: The Ancient One's palace, Himalayan, Mountain Range, Tibet, China
Current group membership: Leader of

the Secret Defenders
Former group membership: Leader of the Defenders
Extent of education: Doctorate in medicine, extensive study of sorcery under the Ancient One's tutelage and independently

PHYSICAL DESCRIPTION

Height: 6' 2 1/2"
Weight: 180 lbs.
Eyes: Grey
Hair: Black with white at the temples
Other distinguishing features: (former) Eye-patch covering missing left eye, since restored

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Master of various martial arts.
Special skills and abilities: Expert physician and surgeon, vast knowledge of magical lore
Superhuman physical powers: Ability to manipulate magical forces for a vast number of effects, the tapping of extradimensional energy by invoking entities or objects of power existing in dimensions tangential to Earth's through the recitation of spells
Superhuman mental powers: Mesmerism, thought-casting, illusion-casting, astral projection
Special limitations: (former) Diminished visual acuity due to missing left eye, since restored
Source of superhuman powers: Manipulation of the forces of magic

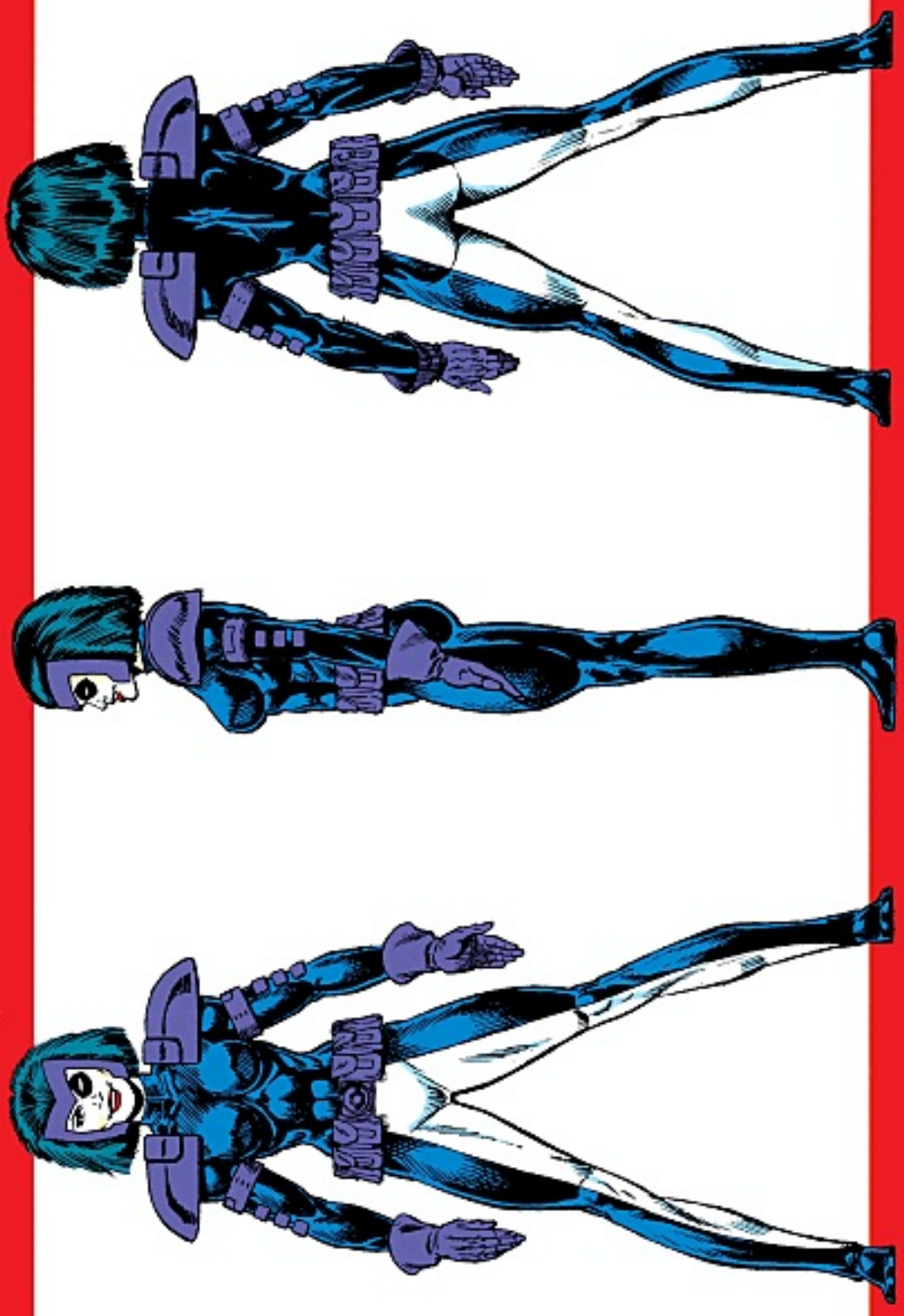
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: None
Special weaponry: None
Other accessories: The Book of the Vishanti, the Orb, Amulet, and Eye of Agamotto, and various mystical objects and devices gathered throughout the Ancient One's life-time and by himself
Transportation: Astral projection, levitation via his cloak, interdimensional teleportation
Design and manufacture of paraphernalia: (amulet, orb, and eye) Agamatto, (cloak) Enitharmon the Weaver, (Book of the Vishanti) the Vishanti

BIBLIOGRAPHY

First appearance: STRANGE TALES #110
Origin issue: STRANGE TALES #115

DOMINO™



DOMINO II

BIOGRAPHICAL DATA

Real name: First name possibly Beatrice; last name unrevealed
Other current aliases: None
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Mercenary
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Unrevealed, presumed single
Known relatives: None
Known confidants: Cable
Known allies: Cable, the Six Pack (G. W. Bridge, Grizzly III, Hammer II, Garrison Kane [Weapon X]), X-Force, (former) AIM, Mr. Tolliver
Major enemies: Mr. Tolliver, Deadpool, Stryfe, Baron Wolfgang von Strucker, HYDRA, Pico
Usual base of operations: Mobile
Former bases of operations: Formerly held prisoner by Mr. Tolliver in an unidentified castle in Austria and later at his home in Cristino in Saradegna, Sicily, Italy
Current group membership: Six Pack (formerly Wild Pack II)
Former group membership: Wild Pack II
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 120 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Chalk-white skin, a natural black marking around left eye

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extensive training in various armed combat techniques and the martial arts
Special skills and abilities: Superb markswoman with various firearms, highly skilled athlete, excellent swimmer, adept in use of explosives
Superhuman physical powers: None known
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: Presumably inapplicable

PARAPHERNALIA

Costume specifications: Body armor of unknown composition and synthetic stretch fabric

Personal weaponry: Conventional firearms
Special weaponry: Staff that fires unspecified ammunition, can be used for balance when jumping, is equipped with sensors
Other accessories: None known
Transportation: Cable's "bodyslide" teleportation technology
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-FORCE #8
Origin issue: Domino II's origin is as yet unrevealed.
Significant issues: X-FORCE #8 (flashback to Domino's participation in Wild Pack II's raid on HYDRA base); X-FORCE #11 (revealed to have been Mr. Tolliver's prisoner for over a year); X-FORCE #13 (learned of Tolliver's destruction of X-Force's Adirondack base); X-FORCE #14 (found by Cable at Tolliver's Italian home, along with her murdered double); X-FORCE #15 (accidentally freed by Deadpool, shot Deadpool, sent by Cable to find X-Force, survived fall from Tolliver's helicopter into sea); CABLE: BLOOD AND METAL #1-2 (flashbacks to Domino's participation in Wild Pack II mission in Iran and Six Pack's confrontations with Stryfe in Afghanistan and Uruguay)
Note: A lookalike imposter known only as Vanessa impersonated Domino II beginning with NEW MUTANTS #98. It was she who became a founding member of X-Force II. This imposter was killed by Deadpool in X-FORCE #14. The real female Domino should also not be confused with the male Domino I, who aided Scourge.

DOOM 2099™

DOOM 2099

BIOGRAPHICAL DATA

Real name: (alleged) Victor Von Doom
Other current aliases: None
Former aliases: Dr. Doom
Dual identity: Publicly known; however, many do not believe that Doom is the original Dr. Doom of the 20th Century
Current occupation: Monarch of Latveria
Former occupation: Freedom Fighter, time-traveler, (alleged) student, scientist, leader of an order of Tibetan monks
Citizenship: Latveria, circa 2099 A.D.
Legal status: No criminal record
Place of birth: (alleged) Gypsy camp outside Haasenstadt, Latveria, circa 2099
Marital status: Single
Known relatives: (alleged) Werner von Doom (father, deceased), Cynthia von Doom (mother, deceased)
Known confidants: None
Known allies: Fortune, Vox, Wire, Xandra, Poet, Dr. Celia Quinones, the Zefiro, Chill, Scratch, Fade
Major enemies: Fever, Catscan, Haze, Paloma, Duke Stratosphere, Eduardo DeVargas, the Pixel Corporation, Tyler Stone, Alchemax Corporation, Stak/Fujikawa Corporation, Zone, Rook, Seven, (former) Tiger Wylde (deceased)
Usual base of operations: Castle Doom, Doomstadt, Latveria, circa 2099 A.D.
Former bases of operations: (alleged) Latveria, circa late 20th Century
Current group membership: None
Former group membership: (alleged) The Zefiro, circa 20th Century
Extent of education: (alleged) Self-educated to beyond graduate level in most sciences, self-taught of the mystic arts

PHYSICAL DESCRIPTION

Height: 6' 2", (in armor) 6' 7"
Weight: 225 lbs., (in armor) 417 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Scarred face

POWERS AND ABILITIES

Intelligence: Extraordinary genius
Strength: Athlete, (in armor) Superhuman Class 10
Speed: Athlete
Flight speed: (in armor) Subsonic
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Peak human
Fighting skills: Highly skilled hand-in-hand combatant, experienced in personal fighting style which takes advantage of his armor's capabilities
Special skills and abilities: Extensive knowledge of all sciences; expert in robotics, trans-Einsteinian physics, genetic engineering, weapons technology, time travel, biochemistry, and other fields; some knowledge of mystic arts
Superhuman physical powers: None

Superhuman mental powers: None known
Special limitations: Doom currently suffers from amnesia as to how he came to be in 2099 A.D. and certain details of his past life
Source of superhuman powers: nanotechnology neurocybersurgically added to Doom's nervous system enables direct linkage with armor software

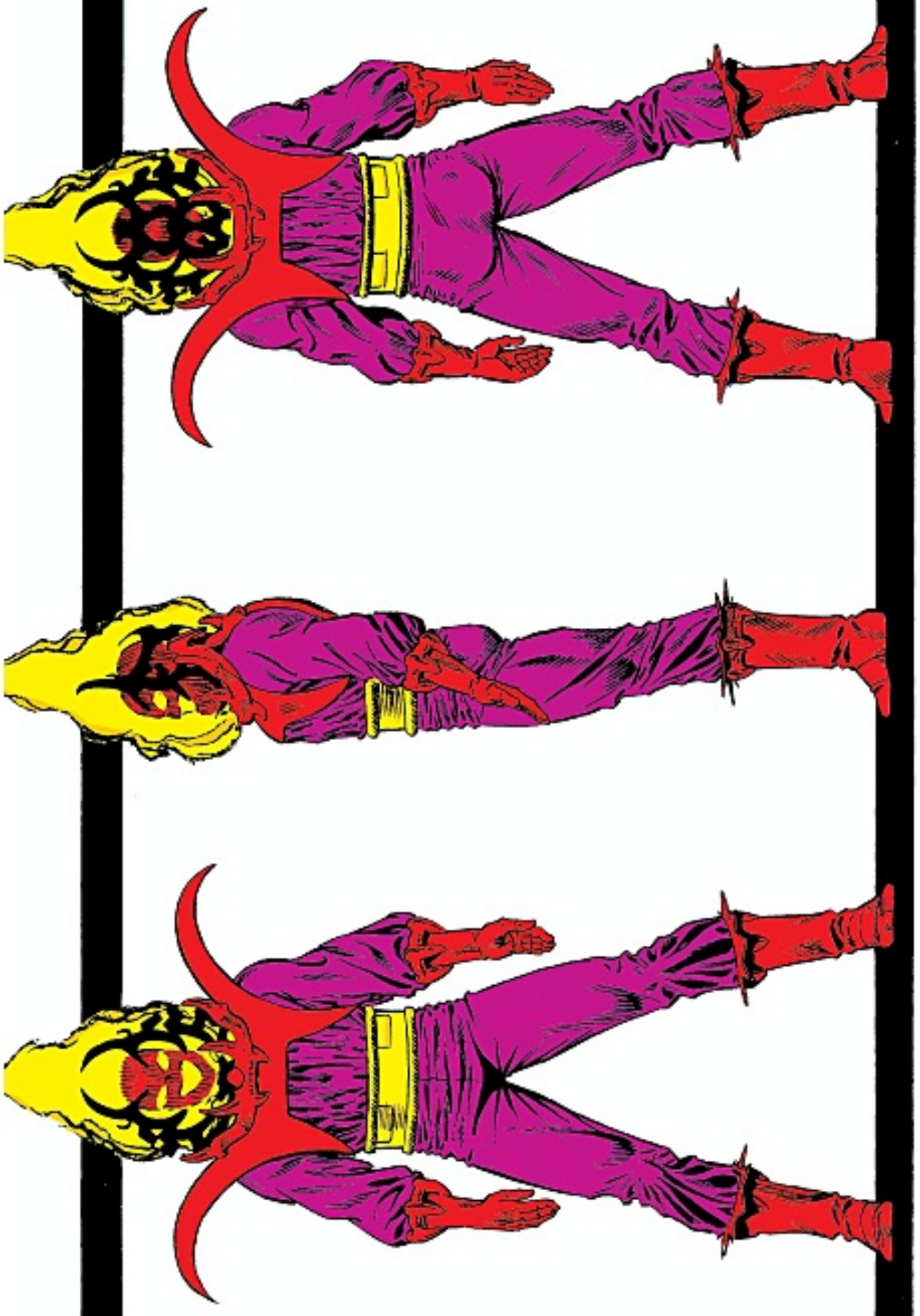
PARAPHERNALIA

Costume specifications: Adamantium lanxide body armor over cybermesh circuitry enabling tactile interface with nanoids in brain and bloodstream
Personal weaponry: Various as yet uncatalogued
Special weaponry: Various, as needed
Other accessories: Phase shifter linked with armor system (enabling temporary intangibility)
Transportation: Flight via rocket pack, Diamondhawk aircraft, other Latverian vehicles and aircraft
Design and manufacture of paraphernalia: Victor Von Doom and Celia Quinones

BIBLIOGRAPHY

First appearance: MARVEL COMICS PRESENTS #118
Origin issue: DOOM 2099 #1 (partially)
Significant issues: DOOM 2099 #1 (arrived in 2099 A.D., defeated by Tiger Wylde, face scarred, rescued by the Zefiro, underwent neurocybersurgery, received new armor); DOOM 2099 #2 (stole Tiger Wylde's shipment of tritonium); DOOM 2099 #3-4 (alongside the Zefiro, defeated Tiger Wylde, assumed control of Latveria); SPIDER-MAN 2099 #4 (secretly observed Spider-Man 2099); DOOM 2099 #5-9 (alongside Wire, traveled into Cyberspace, battled Fever, Virtual Reality Fantastic Four, Catscan, Haze, Paloma, and Duke Stratosphere)

DORMAMMU™



DORMAMMU

BIOGRAPHICAL DATA

Real name: Dormammu
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Dormammu's existence.
Current occupation: Conqueror
Former occupation: Former ruler of the Dark Dimension
Citizenship: None
Legal status: Exiled citizen of the dimension of Faltine, exiled citizen of the Dark Dimension
Place of birth: The Faltine Dimension
Marital status: Single
Known relatives: Sinifer (father); Umar (sister); Clea (niece)
Known confidants: None
Known allies: (former) Umar, Loki, (current) Baron Mordo
Major enemies: Doctor Strange, Clea, the Mindless Ones, Gaea
Usual base of operations: The Dark Dimension
Former bases of operations: The Faltine Dimension
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: Unrevealed
Eyes: (Originally) Green
Hair: (Originally) Black
Other distinguishing features: Dormammu's head usually appears obscured by a plume of mystic flame

POWERS AND ABILITIES

Intelligence: Genius
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Godlike
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Dormammu is adept at the unique style of hand-to-hand combat practiced in the Dark Dimension
Special skills and abilities: Vast knowledge of magical lore
Superhuman physical powers: Virtually unlimited ability to manipulate the forces of magic for a variety of effects, including interdimensional teleportation, size transformations, time travel, transmutations, energy manifestations such as powerful concussive blasts, magically constructed animate beings, etc.
Superhuman mental powers: Telepathy
Special limitations: None
Source of superhuman powers: Manipulation of the forces of magic

PARAPHERNALIA

Costume specifications: Unknown
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Usually interdimensional teleportation

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Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: STRANGE TALES #126
Origin issue: DOCTOR STRANGE Vol. 2 #71
Significant issues: STRANGE TALES #126 (first encountered Doctor Strange); STRANGE TALES #127 (first battled Doctor Strange); STRANGE TALES #130 (allied with Baron Mordo); STRANGE TALES #140 (summoned various lords of the netherworlds to witness battle with Doctor Strange); STRANGE TALES #146 (encountered Eternity); DOCTOR STRANGE #171 (captured Clea and Victoria Bentley); DOCTOR STRANGE #172 (became ruler of the Dykkors, battled Strange again); DOCTOR STRANGE #173 (returned to Dark Dimension); DEFENDERS #8 (allied with Loki, instigated Avengers/Defenders war); DEFENDERS #10 (used power of Evil Eye to invade Earth); AVENGERS #116 (betrayed Loki); AVENGERS #118 (battled Avengers and Loki, absorbed by Evil Eye); DOCTOR STRANGE Vol. 2 #7 (reincarnated at Earth's core as giant, imprisoned Gaea); GIANT-SIZE AVENGERS #4 (battled Scarlet Witch to avenge imprisonment in Evil Eye, lost); DOCTOR STRANGE Vol. 2 #9 (power stolen by Umar, expelled from Earth); DOCTOR STRANGE Vol. 2 #50 (traveled back in time to 1943); DOCTOR STRANGE Vol. 2 #51 (driven out of body of Viscount Krowler by Doctor Strange); DOCTOR STRANGE Vol. 3 #1 (took possession of Doctor Strange's body); DOCTOR STRANGE Vol. 3 #2 (driven from Strange's body by Topaz); DOCTOR STRANGE Vol. 3 #21 (began war to regain sovereignty over Dark Dimension from Clea); DOCTOR STRANGE Vol. 3 #23 (invaded Earth)

DOUGHBOY™

DOUGHBOY

BIOGRAPHICAL DATA

Real name: Doughboy
Other current aliases: None
Former aliases: Formerly merged with Primus
Dual identity: None, the general populace of Earth is unaware of Doughboy's existence.
Current occupation: Servant of Arnim Zola
Former occupation: Servant of Primus
Citizenship: Inapplicable
Legal status: None
Place of creation: Castle Zola, Weisshorn Mountain, Switzerland
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: None
Known allies: Arnim Zola, the Red Skull, (former) Primus
Major enemies: Captain America, Thor II (Thunderstrike)
Usual base of operations: Castle Zola, Weisshorn Mountain, Switzerland; Zola's other lairs
Former bases of operations: None known
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: Variable, usually 10'
Weight: Variable, usually several tons
Eyes: Black corneas, white irises, no visible pupils
Hair: None
Other distinguishing features: Doughboy is a non-humanoid bioform who normally assumes an enormous pie-shaped form with a face consisting of eyes, a mouth, and sometimes a nose, long rubbery arms with only two fingers each, and stalk-like legs with two toes each. His body resembles dough both in appearance and in consistency.

POWERS AND ABILITIES

Intelligence: Learning impaired
Strength: Superhuman Class 100
Speed: Normal
Flight speed: Subsonic
Stamina: Metahuman
Durability: Superhuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Minimal, relies on brute strength
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Doughboy possesses an extremely malleable body, enabling him to alter his shape at will. He can alter the color and even the hardness of his body, and once even effectively duplicated the appearance of an Avengers quinjet. He can stretch, deform, expand, compress, and flatten all or part of his body at will. Within certain limits he can use his

body to enclose and muffle an explosion and absorb the impact of bullets or other projectiles without harm to himself. His body is highly adhesive and is as viscous as tar. Hence, his body can trap and absorb persons or objects as if it were made of quicksand. Although Doughboy can be injured, his wounds close immediately without bleeding. Doughboy can shed excess body mass at will and apparently can add to his body mass by absorption of organic matter. Thor II once battered Doughboy to piece, but it is believed that he was able to reform himself.

Superhuman mental powers: Self-levitation allowing flight

Special limitations: Doughboy has low intelligence and virtually no will of his own. Hence, while he can understand and follow his master's commands, he has no creative intelligence. He is apparently incapable of speech.

Source of superhuman powers: Doughboy is a genetically engineered bioform created by Arnim Zola

PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA AND THE FALCON #209

Origin issue: Doughboy's origin is as yet unrevealed.

Significant issues: CAPTAIN AMERICA AND THE FALCON #209-210 (employed by Arnim Zola against Captain America); CAPTAIN AMERICA #277-279 (was merged by Zola with Primus, who took control of him and conspired with Baron Zemo II against Captain America); CAPTAIN AMERICA #383 (again separate from Primus and serving Zola, fought and defeated Crossbones and companions when they invaded Zola's castle); CAPTAIN AMERICA #393 (used shape-shifting power to mimic Avengers quinjet during Zola's rescue of Red Skull and Skeleton Crew); CAPTAIN AMERICA #395-396 (captured Captain America and Thor II at Skullhouse, took them to bottom of Devil's **Lake on Zola's order, was split open and smashed into bits by Thor II)**

DRACULA™

DRACULA

BIOGRAPHICAL DATA

Real name: Vlad Tepes Dracula
Other current aliases: None
Former aliases: Vlad the Impaler
Dual identity: Secret, the general populace believes that Dracula died in the 15th Century and that stories about his survival as a vampire are fictional.
Current occupation: Ruler of Earth's vampires
Former occupation: Prince of Transylvania and voivode (prince) of Wallachia
Citizenship: (as human) Transylvania and Wallachia, (as vampire) None
Legal status: Hunted as an outlaw in contemporary Britain
Place of birth: Schassburg, Transylvania (now Sighisoara, Romania)
Marital status: Married three times
Known relatives: Vlad Dracul (father, deceased), Mircea, Radu (brothers, deceased), Zofia, Maria (wives, deceased), Domini (wife, separated), Lilith I (daughter, deceased), Vlad Tepelus (son, deceased), Janus II (son), Frank Drake (descendant)
Known confidants: (former) Maria, Domini
Known allies: John Hunyadi, Clifton Graves, Gregor Smirnoff (all deceased), Darkholders
Major enemies: Frank Drake, Blade, Hannibal King, Doctor Strange, Cagliostro, Mephisto, X-Men, Thor I, Sif, Frankenstein's Monster I, Werewolf, (former) Abraham Van Helsing, Rachel Van Helsing, Quincy Harker, Solomon Kane, Doctor Sun, Lilith I, Sultan Murad II, Turac, Lianda, Nimrod I (all deceased), Taj Nital
Usual base of operations: Castle Dracula, Transylvania; otherwise mobile
Former base of operations: Various, including London, Paris, Boston, and Washington D.C.
Current group membership: Ruler of Earth's vampires
Former group membership: None
Extent of education: Studied under tutors in Transylvania

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 220 lbs.
Eyes: Red
Hair: Black
Other distinguishing features: Pronounced sharpened canine teeth (fangs)

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Enhanced human
Speed: Enhanced human
Flight speed: (as bat) Natural winged flight
Stamina: Enhanced human
Durability: Enhanced human regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combatant and swordsman, highly trained

in 15th Century arts of warfare
Special skills and abilities: Master military strategist
Superhuman physical powers: Aside from the above listed attributes, Dracula possesses all the conventional powers of a vampire, but to a far greater extent than any other, except, perhaps Varnae. Can transform himself into a bat (of normal or human size) or wolf while retaining his intelligence. Can transform all or part of his body into mist while retaining his intelligence. Cannot be killed or permanently injured by most conventional means
Superhuman mental powers: Ability to mentally control victims he has bitten. Can temporarily mesmerize any human with his gaze. Ability to command mice, rats, bats, and wolves. Can mystically summon thunderstorms
Special limitations: Dependence on ingestion of fresh blood to sustain his existence, inability to endure direct sunlight, and falls into a comatose state during daylight hours and must spend much time in contact with his native soil. Vulnerabilities to garlic, silver (which can cause severe pain), the presence of religious symbols (wielded by one who believes in its spiritual meaning), can be killed by beheading, wooden stake through the heart, or blades made of silver. Can also be destroyed by the Darkhold spell known as the Montesi Formula.
Source of superhuman powers: Transformation into a vampire by the bite of the Vampiress Lianda, granted additional power by Varnae

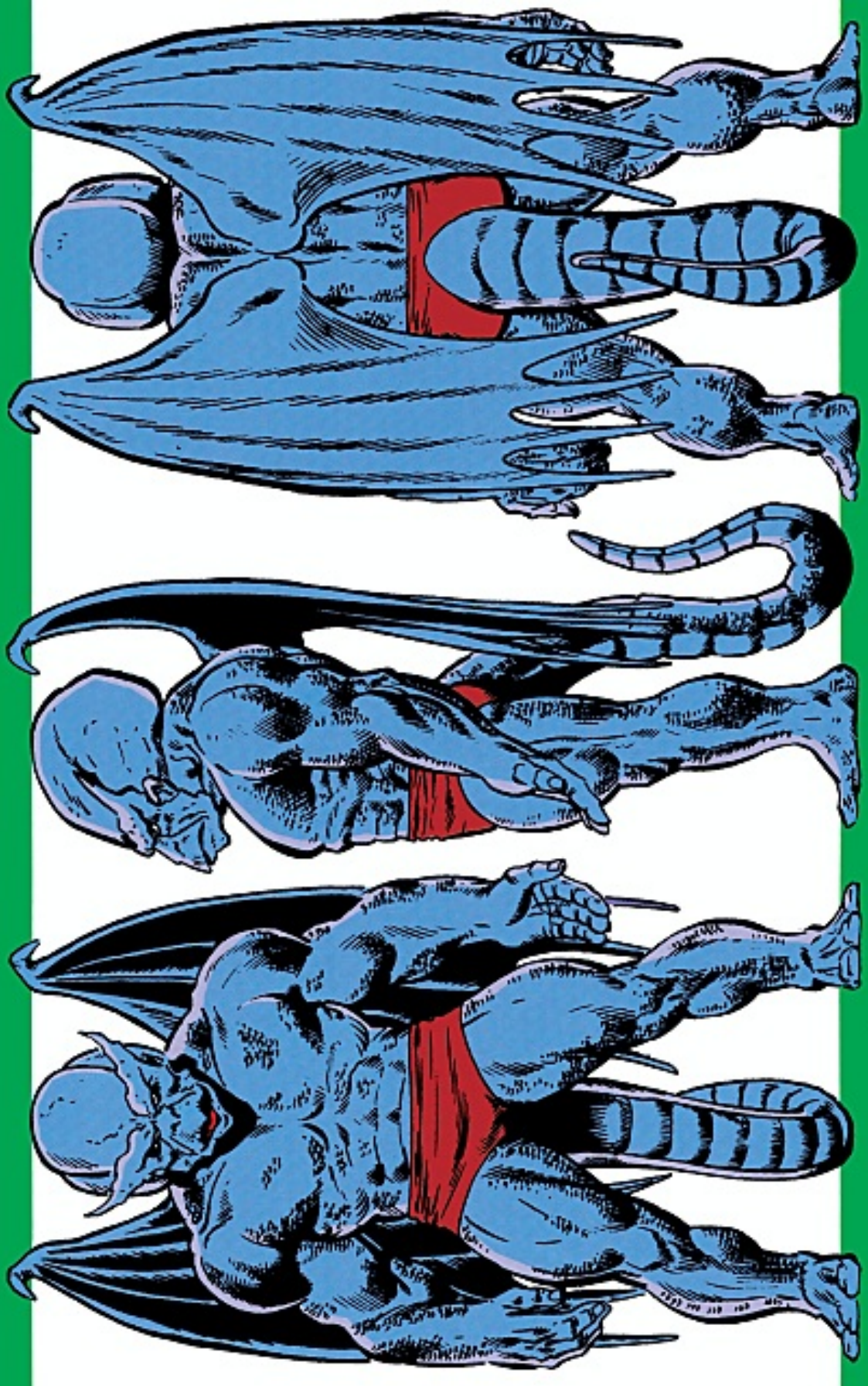
PARAPHERNALIA

Costume specifications: Conventional clothing, prefers styles reminiscent of late Victorian and Edwardian periods
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight via transformation into a bat or mist
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: TOMB OF DRACULA Vol. 1 #1
Origin issue: DRACULA LIVES #1
Significant issues: TOMB OF DRACULA Vol. 1 #1 (returned to vampiric life by Clifton Graves, first met and clashed with Frank Drake); TOMB OF DRACULA Vol. 1 #3 (first encountered adult Rachel Van Helsing); TOMB OF DRACULA Vol. 1 #7 (renewed enmity with Quincy Harker); DRACULA LIVES #1 (recounted first clashes with Cagliostro and Solomon Kane); WEREWOLF BY NIGHT #15 (battled Werewolf); GIANT-SIZE CHILLERS #1 (first contemporary encounter with Lilith I); GIANT-SIZE DRACULA #2 (clashed with N'garai demons)

DRAGON MAN™



DRAGON MAN

BIOGRAPHICAL DATA

Real name: Dragon Man
Other current aliases: None
Former aliases: None
Dual identity: Inapplicable
Current occupation: Inapplicable
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: Property of Professor Gregson Gilbert
Place of construction: Campus of State University, Hegeman, New York State
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: Professor Gregson Gilbert (creator), Invisible Woman, Medusa, Power Pack, Ral Dorn, (former) Diablo, Dr. Lemuel Dorcas, Gregory Hungersford Gideon, Machinesmith, Puppet Master, Wizard, Aron the Watcher
Major enemies: Diablo, Fantastic Four, the Avengers, Hercules, Namor the Sub-Mariner, Captain America, Hulk
Usual base of operations: Mobile
Former bases of operations: State University, Hegeman, New York State; Disneyland, Anaheim, California
Current group membership: None
Former group membership: None
Extent of programming: Capacity for limited self-motivated activity

PHYSICAL DESCRIPTION

Height: 15' 4"
Weight: 3.2 tons
Eyes: Gray
Hair: None
Other distinguishing features: Reptilian-humanoid appearance

POWERS AND ABILITIES

Intelligence: Non-sentient
Strength: Superhuman Class 75
Speed: Athlete
Flight speed: Natural winged flight
Stamina: Metahuman
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: None, relies on brute strength
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Dragon Man has the ability to exhale methane gas (produced by digestive system) which can be ignited by striking together his specialized teeth, producing flame that can reach about 8000 degrees Fahrenheit
Superhuman mental powers: None
Special limitations: Vulnerable to intense cold and certain ultrasonic frequencies
Source of superhuman powers: Robotic materials, design, and construction; unknown alchemical potions used by Diablo

PARAPHERNALIA

Costume specifications: None

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight, via its wings
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #35
Origin issue: FANTASTIC FOUR #35
Significant issues: FANTASTIC FOUR #35 (brought to life by Diablo, first battled Fantastic Four, attempted to kill Diablo); FANTASTIC FOUR #44-47 (revived, encountered Medusa and Gorgon, fought Thing and Human Torch); AVENGERS #41 (studied by Henry Pym at his laboratory; restored to life by Diablo; defeated Pym as Goliath and escaped); AVENGERS #42 (battled Hercules, Avengers destroyed Diablo's army of duplicate Dragon Men); SUB-MARINER #15 (reclaimed by Prof. Gregson Gilbert, sent by Lemuel Dorcas to attack the Sub-Mariner); FANTASTIC FOUR #134-135 (used by Gregory Gideon to attack the Fantastic Four); CAPTAIN AMERICA #248-249 (sent by Machinesmith to attack Captain America); FANTASTIC FOUR ANNUAL #16 (became mount for extradimensional dragon rider Ral Dorn); INCREDIBLE HULK #292 (fought Hulk at Ringmaster's Circus of Crime); POWER PACK #6-7 (encountered Power Pack, Prof. Gregson Gilbert reunited with Dragon Man, both go to work at Disneyland); FANTASTIC FOUR #321-323/327-330/332-333 (used as servant of Aron the renegade Watcher); WEB OF SPIDER-MAN #61 (sent by the Wizard to attack Spider-Man)

DRAKE, FRANK™

DRAKE, FRANK

BIOGRAPHICAL DATA

Real name: Frank Drake
Other current aliases: None
Former aliases : None
Dual identity: None
Current occupation: Private detective, occult investigator
Former occupation: Playboy, vampire hunter
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Married
Known relatives: Unnamed father (deceased), Marlene McKenna-Drake (wife), Dracula (Vlad Tepes, ancestor), Maria Dracula, Vlad Tepelus (ancestors, deceased), Lilith I (Dracula's daughter, deceased), Domini (Dracula's wife), janus (Dracula's son)
Known confidants: Marlene McKenna-Drake, Blade, Hannibal King, Rachel Van Helsing (deceased), Quincy Harker (deceased)
Known allies: Blade, Hannibal King, Doctor Strange, Brother Voodoo, "Silicon" Valle, the Darkhold Redeemers, the Punisher, (former) Quincy Harker (deceased), (former) Rachel Van Helsing (deceased), Taj Nital, Harold H. Harold (deceased)
Major enemies: Dracula, Dr. Sun (deceased), the Darkholders, Lilith II, the Lilin, Ghost Rider II, John Blaze, Morbius, HYDRA DOA; Stonecold
Usual base of operations: Boston, Massachusetts
Former base of operations: New York City; London, England
Current group membership: Nightstalkers (Borderline Investigations)
Former group membership: Quincy Harker's band of vampire hunters; partner in King, Drake, and Blade (private investigations firm)
Extent of education: College

PHYSICAL DESCRIPTION

Height: 6'
Weight: 180 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Athlete
Fighting skills: Capable hand-to-hand combatant, experienced marksman
Special skills and abilities: None known
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: "Linda" aka "the Exorcist" (nanotech weapon capable of disrupting occult energies)
Special weaponry: Conventional handguns
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: ("Linda") Frank Drake and "Silicon" Valle, (other paraphernalia) Commercial manufacturers

BIBLIOGRAPHY

First appearance: TOMB OF DRACULA Vol. 1 #1
Origin issue: TOMB OF DRACULA Vol. 1 #1
Significant issues: TOMB OF DRACULA Vol. 1 #1 (inherited and visited Castle Dracula, first encountered Dracula); TOMB OF DRACULA Vol. 1 #3 (first met Rachel Van Helsing and Taj Nital); TOMB OF DRACULA Vol. 1 #7 (first met Quincy Harker, joined his band of vampire hunters); TOMB OF DRACULA Vol. 1 #12 (first encountered Blade); TOMB OF DRACULA Vol. 1 #34-35 (alongside Brother Voodoo, battled zombies sent by Dracula); TOMB OF DRACULA Vol. 1 #39-41 (alongside Dracula, Blade, Van Helsing, Harker, and Harold H. Harold, battled Doctor Sun); TOMB OF DRACULA Vol. 1 #52 (first met Hannibal King); TOMB OF DRACULA Vol. 1 #59 (alongside Harker's vampire hunters, battled Dracula, resulting in the death of Janus); TOMB OF DRACULA Vol. 1 #70 (with Van Helsing, discovered Harker's wheelchair and supposed death of Dracula); UNCANNY X-MEN ANNUAL #6 (revealed to have parted company with Van Helsing); DOCTOR STRANGE Vol. 2 #59-62 (alongside Doctor Strange, King, and Blade, battled Dracula and the Darkholders, witnessed banishment of Dracula and all vampires from Earth); DOCTOR STRANGE Vol. 2 #67 (revealed to have formed a private investigation agency with King and Blade; alongside Dr. Strange, King and Blade, battled the Darkholders); NIGHTSTALKERS #1 (alongside King and Blade, hired by Lilith II to kill Ghost Rider II and John Blaze, battled Meatmarket); GHOST RIDER Vol. 3 #31 (alongside Ghost Rider II, John Blaze, Morbius, Hannibal King, Blade, Dr. Strange, and Darkhold Redeemers, battled Lilith II and the Lilin); NIGHTSTALKERS #2-4 (alongside King and Blade, battled HYDRA's DOA); NIGHTSTALKERS #5-6 (alongside King, Blade, and the Punisher, battled Shiv and Casim); NIGHTSTALKERS #7 (alongside King, Blade, and Ghost Rider II, battled Stonecold); NIGHTSTALKERS #8 (alongside Blade and King, battled Morbius); NIGHTSTALKERS #9 (alongside Blade and King, battled Stonecold)

DRAX THE DESTROYER™

DRAX THE DESTROYER

BIOGRAPHICAL DATA

Real name: Arthur Sampson Douglas
Other current aliases: The Destroyer
Note: Drax is not to be confused with any of the other persons or constructs known as the Destroyer.
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of that Arthur Douglas became Drax
Current occupation: Adventurer
Former occupation: (as Douglas) Real estate agent; (as Drax) seeker of vengeance
Citizenship: (as Douglas) United States of America, (as Drax) Titan (honorary)
Legal status: (as Douglas) No criminal record, legally dead; (as Drax) No criminal record
Place of birth: Burbank, California
Place of death and resurrection: Outside Las Vegas, Nevada
Place of second death: Planet Ba-Banis, Ba system
Place of second resurrection: Titan, moon of Saturn
Marital status: Widowed
Known relatives: Yvette Steckley Douglas (wife, deceased), Heather Douglas (Moondragon, daughter), Pamela Douglas (Sundragon, niece)
Known confidants: None
Known allies: Captain Mar-Vell (deceased), Chronos, Mentor, Starfox, ISAAC, the Avengers, the Silver Surfer, Firelord, the Infinity Watch (Adam Warlock, Pip, Gamora, Moondragon)
Major enemies: Thanos, the Blood Brothers, Nebula, the Man-Beast, the Magus, (former) ISAAC, Moondragon
Usual base of operations: Monster Isle; mobile throughout known space
Former bases of operations: Titan, moon of Saturn; Planet Ba-Banis, Ba system
Current group membership: The Infinity Watch
Former group membership: Legion of the Unliving II
Extent of education: (as Douglas) High school graduate; (as Drax) None

PHYSICAL DESCRIPTION

Height: 7' 4"
Weight: 1,050 lbs.
Eyes: Red
Hair: None
Other distinguishing features: Green skin

POWERS AND ABILITIES

Intelligence: Learning impaired
Strength: Superhuman Class 100 (with Infinity Gem of power) Incalculable
Speed: Enhanced human
Flight speed: Sub-light speed
Stamina: Metahuman
Durability: Demi-godlike
Agility: Normal
Reflexes: Athlete

Fighting skills: Effective, though unskilled, hand-to-hand combatant
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Drax has the ability to project powerful concussive blasts of cosmic energy from his hands and the ability to survive almost indefinitely without air, food, or water.
Superhuman mental powers: Formerly possessed the ability to sense the presence of Thanos across vast distances. He currently possesses the ability to sense when beings have been in recent contact with Thanos, precognitive ability to sense when beings will be in contact with Thanos in the near future
Special limitations: Severe mental disability in his current incarnation
Source of superhuman powers: Recreation as an artificial lifeform by Mentor and Chronos, augmented by the power of the Infinity Gem, which he ingested

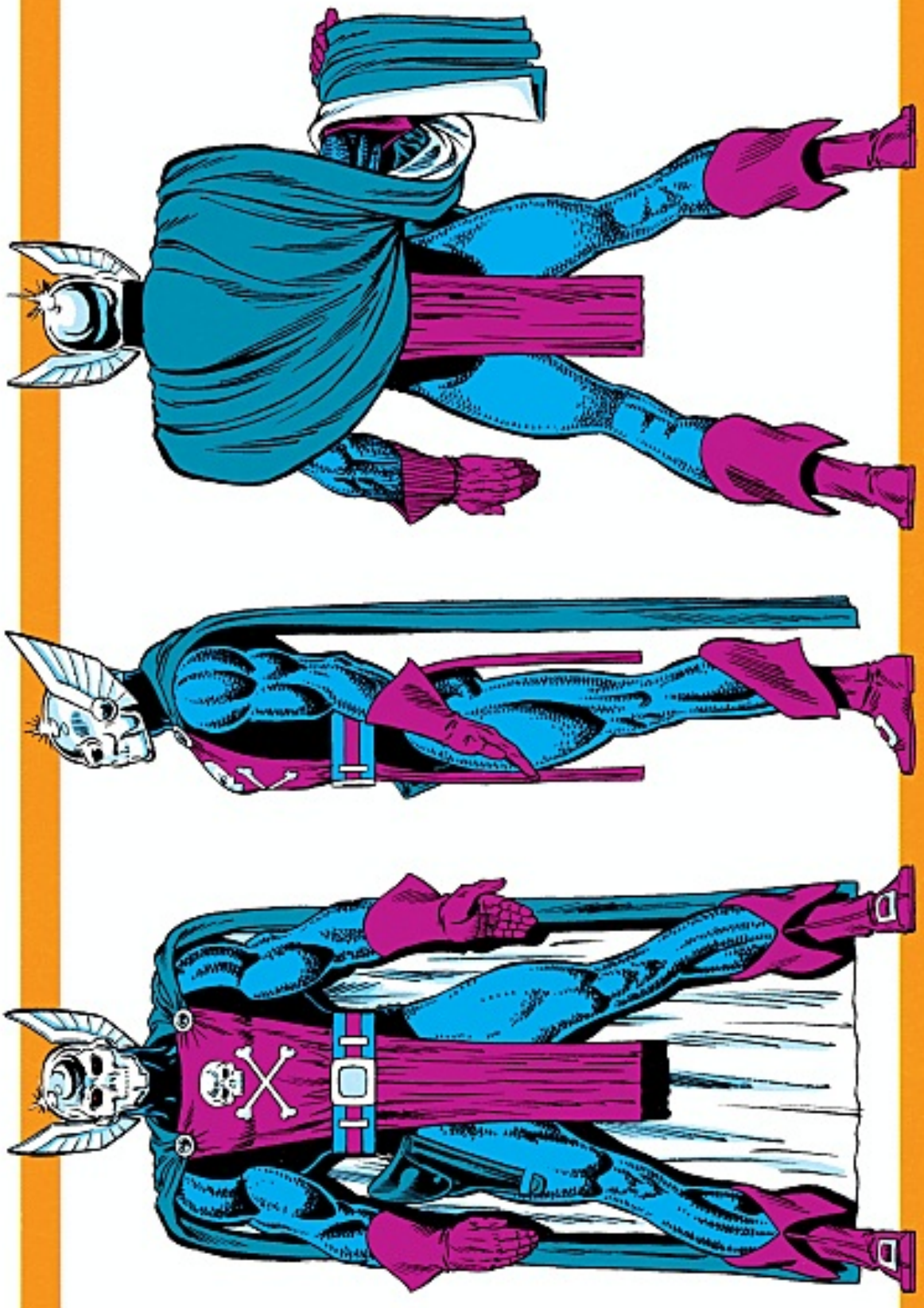
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: Drax has ingested the Infinity Gem governing power, which greatly augments his natural abilities.
Transportation: Flight under own power
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: IRON MAN #55
Origin issue: CAPTAIN MARVEL #32
Significant issues: IRON MAN #55 (alongside Iron Man I, battled Thanos and the Blood Brothers); LOGAN'S RUN #6 (battled Thanos); CAPTAIN MARVEL #27-33 (alongside Captain Mar-Vell, Starfox, Moondragon, and the Avengers battled Thanos; revealed how spirit of Arthur Douglas was resurrected in a new body and given mission to destroy Thanos; saw Thanos destroyed); CAPTAIN MARVEL #42-44 (battled Captain Mar-Vell, who had robbed him of his purpose by destroying Thanos); CAPTAIN MARVEL #58 (searched for resurrected Thanos; learned that Thanos had been destroyed again in battle with Captain Mar-Vell, the Avengers, and Adam Warlock); CAPTAIN MARVEL #59-62/MARVEL SPOTLIGHT Vol. 2 #1-2 (alongside Captain Mar-Vell, battled ISAAC, Stellarax, Lord Gaea, Elysius, and Chaos); THOR #314 (possessed by alien entity, battled Thor and Moondragon; departed on space voyage with Moondragon); AVENGERS #219-221 (with Moondragon, took over Planet Ba-Banis; alongside Avengers opposed Moondragon; slain by Moondragon); SILVER SURFER Vol. 3 #35 (resurrected in new form by Chronos to combat resurrected Thanos); INFINITY GAUNTLET #1-6 (alongside other heroes, battled Thanos and Nebula for possession of the Infinity Gauntlet)

DREADKNIGHT™



DREADKNIGHT

BIOGRAPHICAL DATA

Real name: Bram Velsing
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Unrevealed
Former occupation: Engineer
Citizenship: Latveria
Legal status: In exile from Latveria
Place of birth: Schonstadt, Latveria
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Morgan Le Fey, Mordred the Evil
Major enemies: Doctor Doom, Iron Man, Frankenstein's Monster, Victoria Frankenstein, the Children, Black Knight III, Captain Britain
Usual base of operations: Castle Frankenstein in the Swiss Alps
Former bases of operations: Castle Doomstadt, Latveria
Current group membership: None
Former group membership: None
Extent of education: Advanced degree in engineering

PHYSICAL DESCRIPTION

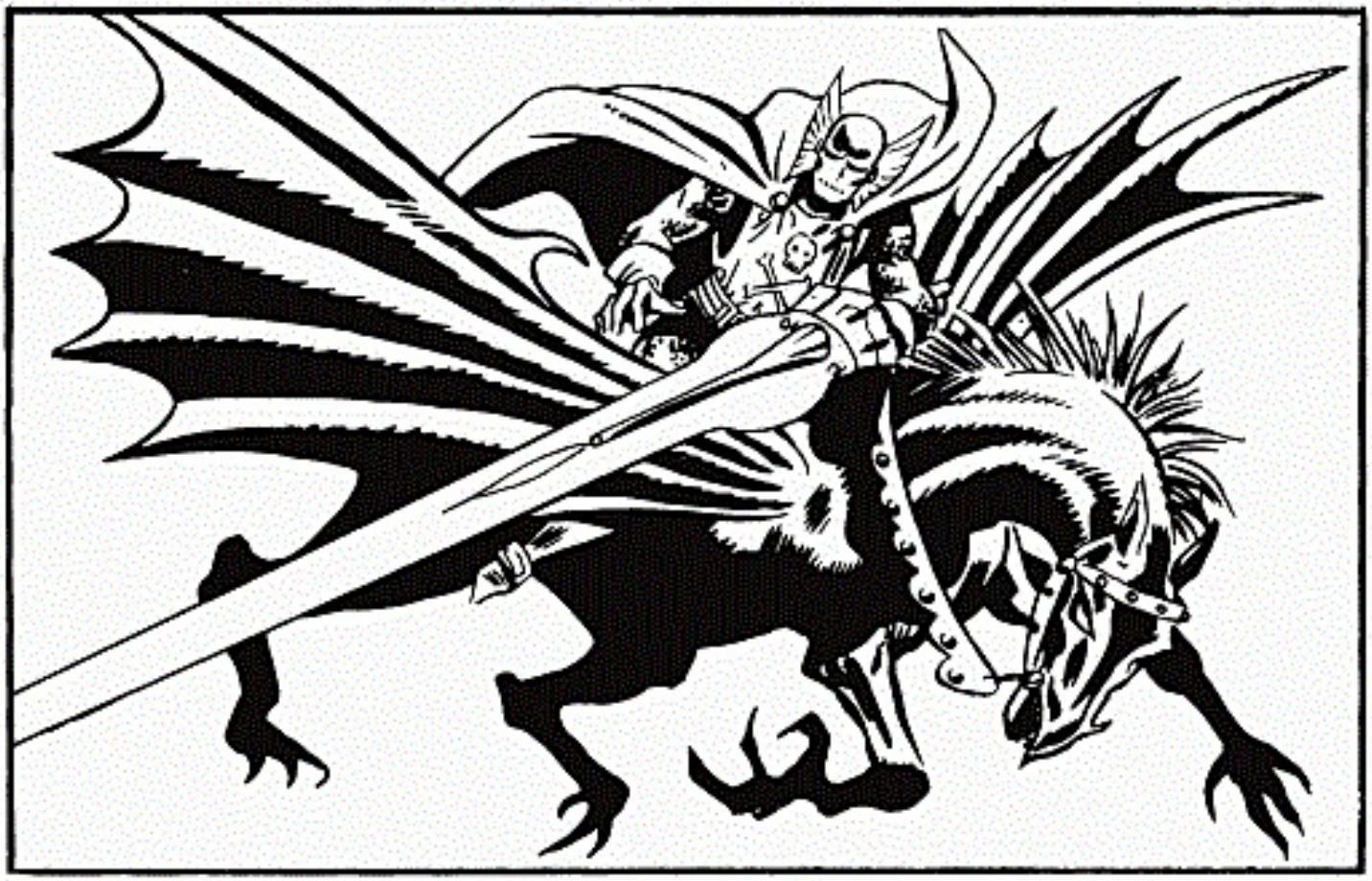
Height: 5' 8"
Weight: 160 lbs. (without armor)
Eyes: Blue, (as Dreadknight) Red
Hair: Blond, (as Dreadknight) None
Other distinguishing features: The Dreadknight's mask is microsurgically attached to his face and cannot be removed.

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None; relies on armor and weaponry in combat
Special skills and abilities: Skilled scientist and engineer
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Steel alloy body armor
Personal weaponry: Power-lance: projects electromagnetic force beams, fires electrified steel cable bolas, launches miniature "penetro-shell" explosive missles; carbon dioxide pistol: fires concentrated nerve gas which can render unconscious or kill opponents
Special weaponry: None
Other accessories: None
Transportation: "Hellhorse" (mutated



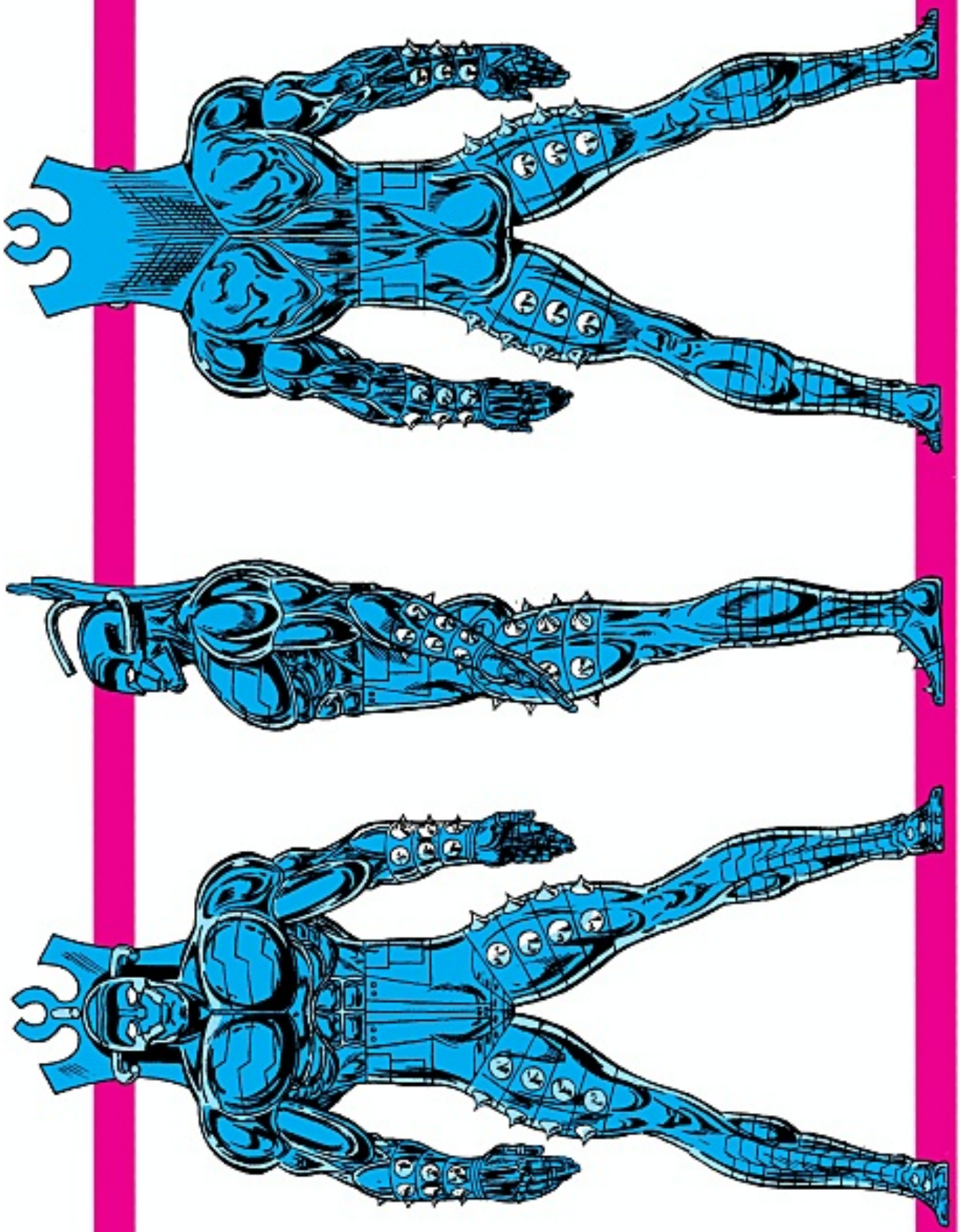
bat-winged flying horse)

Design and manufacture of paraphernalia: Victor Von Doom (mask), Bram Velsing (armor and weaponry), Nathan Garrett and Victoria Frankenstein (Hellhorse)

BIBLIOGRAPHY

First appearance: IRON MAN #101
Origin issue: IRON MAN #102
Significant issues: IRON MAN #101-102 (as a Latverian scientist, rebelled against Doctor Doom, mask fused to face by Doom, fled Latveria, reached Castle Frankenstein, nursed back to health by Baroness Victoria Frankenstein [Dr. Victor Frankenstein's great-granddaughter] and the Children [his genetic creations], encountered mutated horse of the late criminal Black Knight II, developed armored identity as Dreadknight, tried to steal Victor Frankenstein's secret notebooks, battled Iron Man and Frankenstein's Monster, rendered comatose in fall, again taken under care of the Children); BLACK KNIGHT Vol. 2 #2 (revived by Mordred and Morgan Le Fey; menaced Captain Britain, Victoria Bentley, and Sean Dolan; defeated by Black Knight III)

DREADNOUGHT™



DREADNOUGHT

BIOGRAPHICAL DATA

Real name: Dreadnought
Other current aliases: None
Former aliases : None
Dual identity: Inapplicable
Current occupation: Robotic combat instrument
Former occupation: None
Citizenship: Inapplicable
Legal status: (original design) Property of HYDRA, (Silver Dreadnought) Property of the Maggia, based on designs stolen from HYDRA, (Dreadnought 2000) Property of Target Technologies (a corporation controled by AIM), based on designs appropriated from HYDRA and the Maggia
Place of construction: Unrevealed
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: (original design) HYDRA, (former) Silvermane, El Jaguar (deceased), Blackwing, Man-Killer, Mentallo (now Think-Tank), Jackhammer, Commander Kraken (deceased), the Fixer, the Fox; (Silver Dreadnought) the Maggia, Madame Masque II, (former) Madame Masque I (deceased), Spymaster I (deceased); (Dreadnought 2000) AIM, Target Technologies, Sphinx I, Justin Hammer, the Life Foundation, Roxxon Oil, Stane International, the Brand Corporation
Major enemies: (original design) Nick Fury, SHIELD, Daredevil, Black Widow; (Silver Dreadnought) Iron Man I, Nick Fury, SHIELD, Wonder Man, Spider-Man, AIM, HYDRA, the Hulk; (Dreadnought 2000) Spider-Man, New Warriors
Usual base of operations: (original design) various HYDRA bases; (Silver Dreadnought) various Maggia headquarters; (Dreadnought 2000) Target Technologies, Rutherford, New Jersey
Former base of operations: None
Current group membership: (original design) HYDRA; (Silver Dreadnought) the Maggia; (Dreadnought 2000) AIM
Former group membership: None
Extent of programming: No capacity for self-motivated activity, personality simulation program of 330 mega-bytes of information

PHYSICAL DESCRIPTION

Height: (original design, Silver Dreadnought) 8'; (Dreadnought 2000) 24'
Weight: (original design, Silver Dreadnought) 2,200; (Dreadnought 2000) 6,600 lbs.
Optical imaging sensors: (original design, Silver Dreadnought) White; (Dreadnought 2000) Yellow
Hair: None
Other distinguishing features: Body constructed of titanium steel alloy giving it a shiny metallic appearance.

POWERS AND ABILITIES

Intelligence: Artificial, limited

Strength: (original design, Silver Dreadnought) Superhuman Class 10; (Dreadnought 2000) Superhuman Class 25
Speed: Athlete
Stamina: Demi-godlike
Durability: Metahuman
Agility: Athlete
Reflexes: Metahuman
Fighting skills: Programmed for hand-to-hand combat in the style of an American boxer and for combat uses of its built-in weapons sub-systems
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, none.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Robotic materials, design, and construction

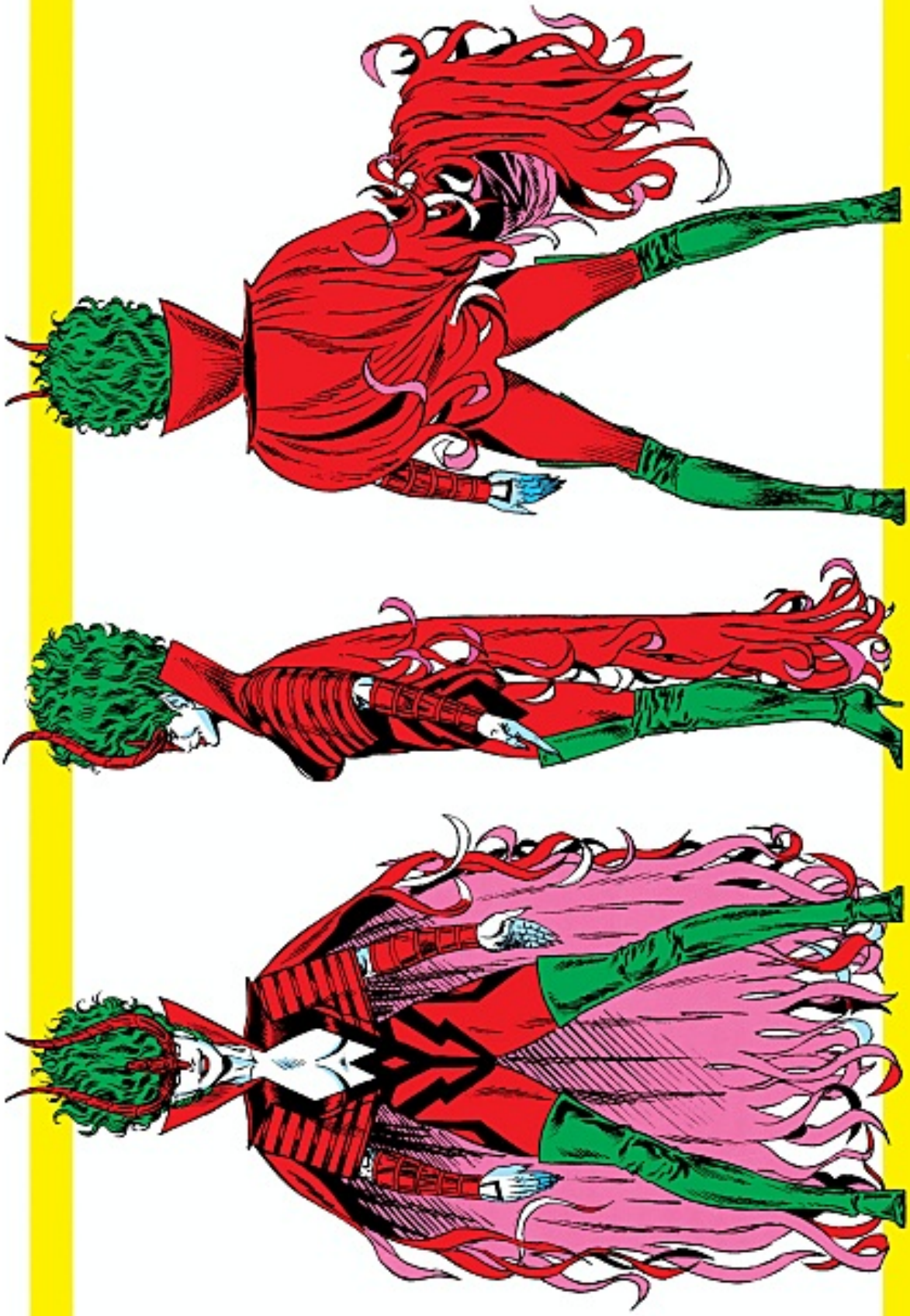
PARAPHERNALIA

Costume specifications: None
Personal weaponry: (original design, Silver Dreadnought) Gauntlet flame-throwers (capable of firing hydrazine-liquid oxygen mix at temperatures up to 6,000 degrees D.), eight gunpowder-launched knuckle spikes (capable of firing like .30 caliber rifle bullets), a bodywide electrical field (capable of generating 1000, 000 volt charge through conducting material), gamma ray particle beam projectors in optical imaging sensors (capable generating 750 millirems), refrigerated freon gas dispenser in "mouth" cavity (contains 15 second discharge of gas at -170 degrees F.); (Dreadnought 2000) Gauntlet projectors firing high pressure jets of either water, liquid oxygen, acid, oil, powerful adhesive, anaesthetic gas, and/or napalm, and/or beams capable of liquefying steel of solidifying gases in the air; eight gunpowder-launched knuckle spikes (see above), a bodywide electrical field (see above), gamma ray particle beam projectors in optical imaging sensors (see above), refrigerated freon gas dispenser in "mouth" cavity (see above)
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: (original design) HYDRA, (Silver Dreadnought) Maggia, (Dreadnought 2000) Advanced Idea Mechanics

BIBLIOGRAPHY

First appearance: (original design) STRANGE TALES Vol. 1 #154, (Silver Dreadnought) IRON MAN #138, (Dreadnought 2000) AMAZING SPIDER-MAN ANNUAL #26
Origin issue: The Dreadnought's origin is as yet unrevealed.
Significant issues: (HYDRA Dreadnought) STRANGE TALES Vol. 1 #154 (sent by HYDRA to assassinate Nick Fury aboard SHIELD Helicarrier)

DREAM QUEEN™



DREAMQUEEN

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None known
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of the Dreamqueen's existence.
Current occupation: Ruler of the extradimensional realm of "Liveworld"
Former occupation: None
Citizenship: Liveworld
Legal status: Inapplicable
Place of birth: Liveworld
Marital status: Single
Known relatives: Nightmare (father), Zhilla Char (mother, deceased)
Known confidants: None
Known allies: None
Major enemies: Nightmare, Alpha Flight, Jade Dragon
Usual base of operations: Liveworld
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: Entirely self-educated in the study of sorcery

PHYSICAL DESCRIPTION

Height: Variable, normally 6' 3"
Weight: Unrevealed
Eyes: White (no visible irises or pupils)
Hair: Green
Other distinguishing features: Chalk-white skin

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Godlike
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: No formal training; relie on magical powers in combat
Special skills and abilities: Vast know edge of magical lore
Superhuman physical powers: (in Live world) Virtually unlimited ability to manipu late the forces of magic for a variety o effects, including levitation, teleportation size transformations, transmutations, ene gy manifestations such as powerful con cussive blasts, creation of animate being obedient to her will
Superhuman mental powers: Virtuall unlimited ability to control the minds an warp the perceptions of others
Special limitations: Outside the realm o Liveworld, the Dreamqueen possesse only her mental, not physical, superhuma powers, unless empowered by an outsid force. The Dreamqueen is unable to trans port herself out of Liveworld to Earth o other dimensions without outside assis tance.
Source of superhuman powers: Birth a the progeny of the dream-demon Nigh mare and a succubus; manipulation of th forces of magic

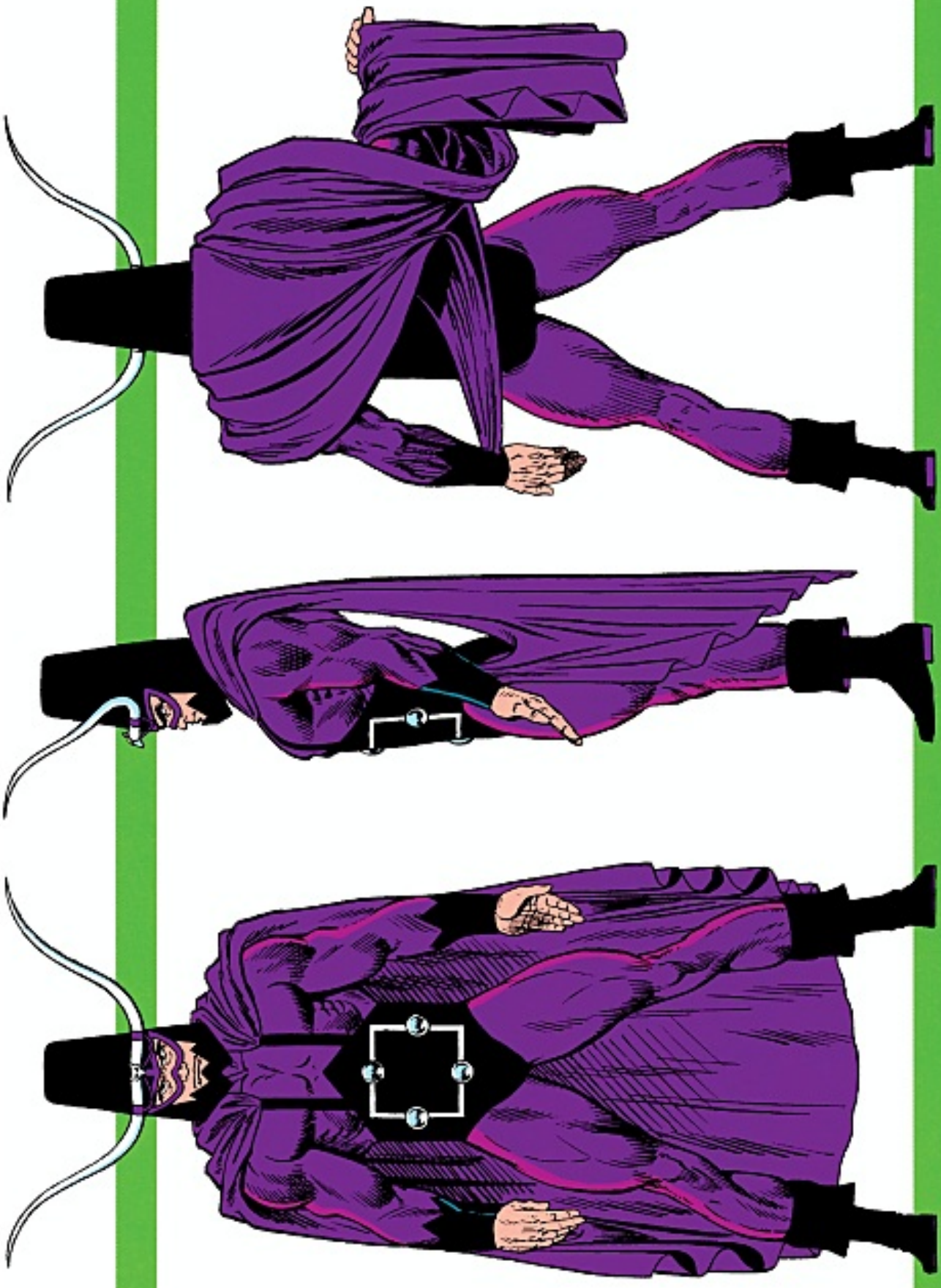
PARAPHERNALIA

Costume specifications: Unknown
Personal weaponry: None
Special weaponry: None
Other accessories: An inexhaustible number of demonic dream warriors (created from the unconscious minds of her adversaries)
Transportation: Levitation, teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: ALPHA FLIGHT #56
Origin issue: ALPHA FLIGHT #67
Significant issues: ALPHA FLIGHT #56-58 (befriended Goblyn, discovered presence of Laura Dean and Purple Girl [Persuasion] in Liveworld; captured Laura Dean, witnessed accidental arrival of Goblyn and Alpha Flight in Liveworld); ALPHA FLIGHT #59-60 (alongside Alpha Flight materialized on Earth in Red China; set dream warriors against Alpha Flight and Jade Dragon, returned to liveworld by Puck and Laura Dean); ALPHA FLIGHT #62-66 (secretly responsible for nightmares tormenting members of Alpha Flight); ALPHA FLIGHT #67-69 (origin as 800 year old child of Nightmare revealed, trapped in Liveworld by Nightmare 350 years ago, first attempted to escape from Liveworld to Earth, foiled by Nightmare, using Alpha Flight's nightmares escaped to Earth in the present; took over city of Edmonton, forced Sasquatch to steal the mystic circlet from Shaman and talisman, foiled by spirit of Snowbird; set China Force against Alpha Flight); ALPHA FLIGHT #70 (battled Alpha Flight, defeated and returned to Liveworld by Talisman)

DREDMUND DRUID™



DREDMUND DRUID

BIOGRAPHICAL DATA

Real name: Dredmund Cromwell
Other current aliases: Dredmund
Former aliases: The Druid, Starwolf
Note: Some text have mistakenly referred to Dredmund as the Demon Druid, an alias he never used, which was actually the name formerly used by the Kree Eternal now known as Ultimus
Dual identity: Known to the authorities
Current occupation: Professional criminal and cult leader
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Caribou, Maine
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Dr. Nightshade, (former) the Alchemoid (deceased), Moonhunter
Major enemies: Nick Fury, SHIELD, Captain America, Cedric Rawlings, Dr. Druid, Wolverine, Cable Werewolf, Wolfsbane, Feral, Ferocia, Man-Wolf
Usual base of operations: Starkesboro, Massachusetts
Former bases of operations: A hidden underground base beneath a wooded area somewhere in upstate New York; the Arena of the Ancients, another hidden base somewhere in upstate New York; Greymoor Castle, northern England
Current group membership: None
Former group membership: Leader of an unnamed druidic cult; leader of a pack of Werewolves
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 210 lbs.
Eyes: Dark brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Athlete, (with elixir) Peak human
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Adept hand-to-hand combatant
Special skills and abilities: Expert on ancient druidic lore, possesses rudimentary knowledge of antinatural chemical properties and advanced knowledge of weapons technology
Superhuman physical powers: Aside from the above listed attribute, none
Superhuman mental powers: Ability to mesmerize and control the minds of victims by enhanced powers of hypnosis
Special limitations: None
Source of superhuman powers: Ingestion of various chemical elixirs and potions

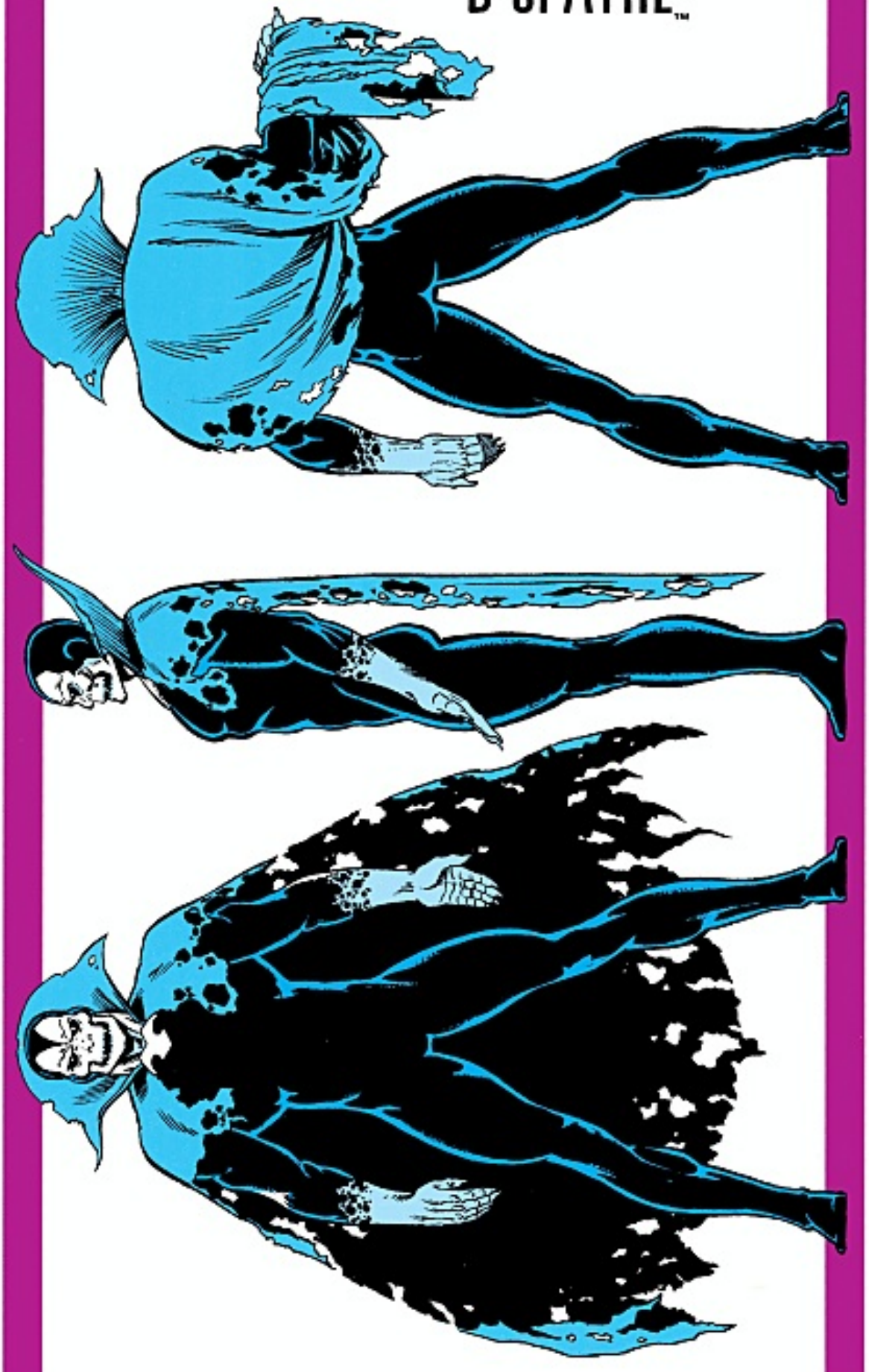
PARAPHERNALIA

Costume specifications: Ordinary fabric, sometimes over light body armor
Personal weaponry: Grenades containing various druidic potions
Special weaponry: Light-absorber harness (renders the wearer invisible to human eyes), body lotion (imparts hard rough surface texture to exposed skin, injuring opponents who strike the wearer)
Other accessories: Satan's Eggs (egg-shaped attack devices of two types: remote-controlled maneuverable high-speed missiles and robotic ground tanks, both types equipped with various high-technology offensive weaponry including thermo-rays, multiple jet guns, and traction nodules); alchemically created artificial beings of various elemental body compositions; various ancient druidic elixirs and potions
Transportation: Soundless egg-shaped high-speed flying craft
Design and manufacture of paraphernalia: Dredmund Cromwell

BIBLIOGRAPHY

First appearance: (as the Druid) STRANGE TALES Vol. 1 #144, (as Dredmund) CAPTAIN AMERICA #403
Origin issue: Dredmund's origin is as yet unrevealed.
Significant issues: STRANGE TALES Vol. 1 #144-145 (attempted assassination of Nick Fury; with his followers, battled Nick Fury and SHIELD I); CAPTAIN AMERICA #187-188 (abducted Captain America, pitted him against maze of death-traps, created the Alchemoid, set him against Captain America; with his followers, battled Captain America); CAPTAIN AMERICA #256 (searched for ancient book of alchemical secrets at Greymoor Castle, battled Captain America and Cedric Rawlings, fell into Z-Ray pit); CAPTAIN AMERICA #402-408 (with Dr. Nightshade, used serum to transform Captain America and people of Starkesboro into werewolves; battled Captain America, Dr. Druid, Wolverine, Wolfsbane, Werewolf, and Cable; used the moongem to temporarily become the Starwolf)

D'SPAYRE™



D'SPAYRE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Unrevealed
Former aliases: D'Spayre often masquerades as persons trusted by his victims
Dual identity: None; D'Spayre's existence is unknown to the general populace of Earth
Current occupation: Inapplicable
Former occupation: Inapplicable
Citizenship: None
Legal status: None
Place of origin: Unrevealed
Marital status: Inapplicable
Known relatives: None
Known confidants: None
Known allies: Fear Lords (Dweller in Darkness, Kkallakku the Fear Eater, Lurking Unknown, Nightmare, Nox)
Major enemies: Cloak, Dagger, Doctor Strange, Man-Thing, Spider-Man, Dakimh the Enchanter, Jennifer Kale, Cyclops, Phoenix II, Excalibur, his own Dark Form
Usual base of operations: Unrevealed location outside Earth's dimension
Former bases of operations: Unrevealed
Current group membership: Fear Lords
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: Unrevealed
Eyes: Black, with yellow pupils
Hair: None
Other distinguishing features: Chalk-white skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Unrevealed
Stamina: Dependent on reserves of psychic force
Durability: Dependent on reserves of psychic force, potentially metahuman
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: None
Superhuman physical powers: Besides the above listed physical attributes, D'Spayre has the ability to levitate himself and to travel between dimensions
Superhuman mental powers: Mystical ability to instill fear in human beings and to draw psychic sustenance from the fear, anguish, and despondency suffered by human beings; other mystical abilities; telepathic abilities enabling D'Spayre to perceive a victim's psychological vulnerabilities and to project illusions into the victim's mind.
Special limitations: Vulnerability to physical harm when weakened by lack of psychic sustenance
Source of superhuman powers: Demonic nature

PARAPHERNALIA

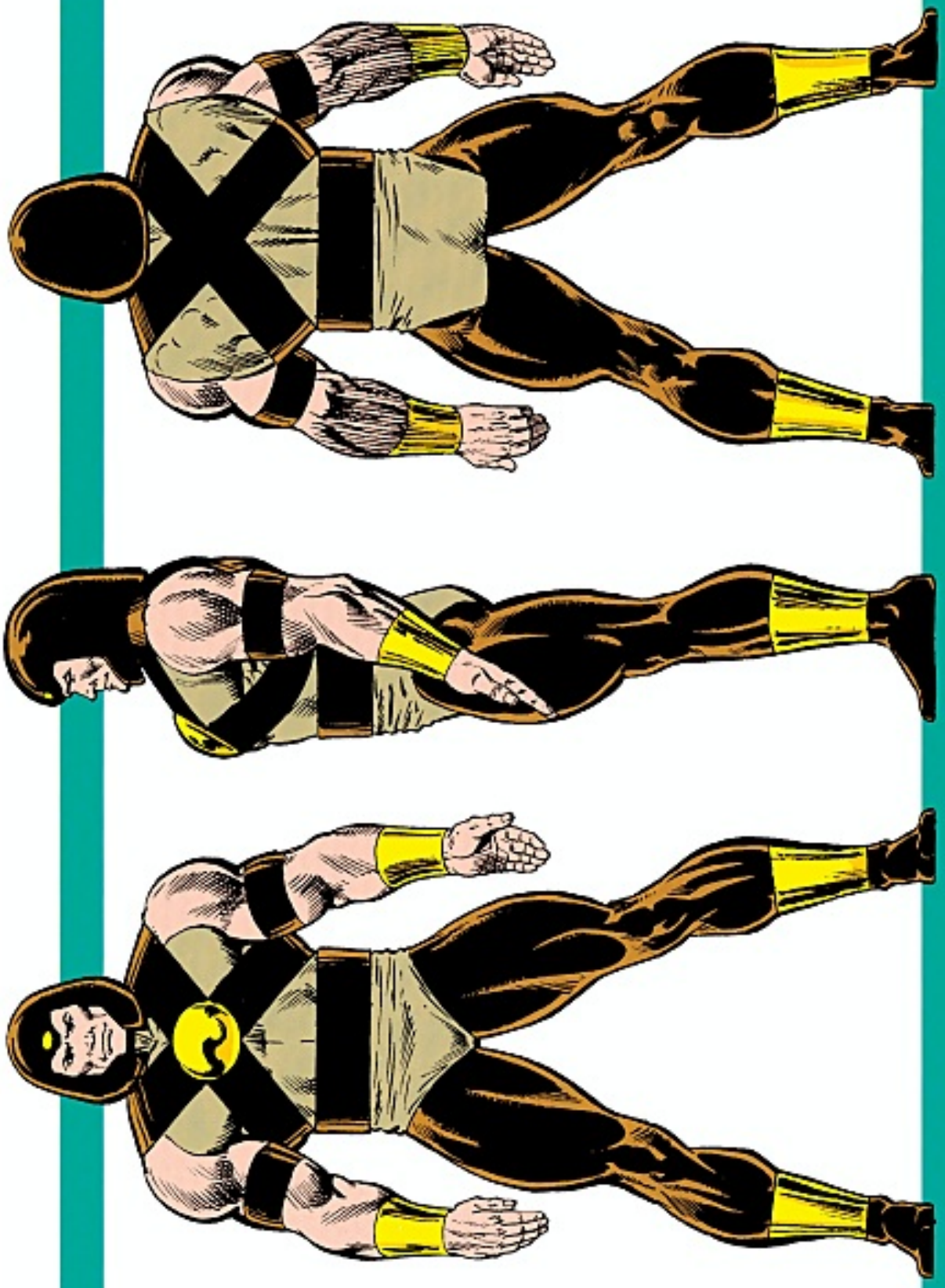
Costume specifications: None

Personal weaponry: None
Special weaponry: Darklight, also known as "D-Lite," an addictive drug inducing pain in its victims
Other accessories: None
Transportation: Own magical abilities, including levitation and interdimensional teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: MARVEL TEAM-UP #68
Origin issue: D'Spayre's origin is as yet unrevealed.
Significant issues: MARVEL TEAM-UP #68 (captured Dakimh the Enchanter and his pupil Jennifer Kale, was defeated by Spider-Man and Man-Thing); UNCANNY X-MEN #144 (tried to make Cyclops his victim, failed); DOCTOR STRANGE Vol. 2 #37 (menaced by the Dweller in Darkness); DOCTOR STRANGE Vol. 2 #55 (impersonated Dakimh in vain attempt to drive Doctor Strange to despondency); INCREDIBLE HULK #360 (together with Nightmare, attempted to victimize Betty Ross Banner, thwarted by Hulk); EXCALIBUR #35 (defeated and temporarily weakened by Phoenix II); DOCTOR STRANGE Vol. 3 #31-33 (met with other Fear Lords); CLOAK AND DAGGER Vol. 3 #19 (revealed to have infused Cloak and Dagger with portions of his soul, called the Dark Form and Light Form, respectively; revealed to be creator of addictive drug called dark-light or "D-Lite;" apparently was consumed by the Dark Form)

EARTH-LORD™



EARTH-LORD

BIOGRAPHICAL DATA

Real name: Kyle Brock
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Policeman
Former occupation: None known
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed, presumably United States
Marital status: Married
Known relatives: Marge (wife), unnamed children
Known confidants: Sky Hawk, Wind Warrior
Known allies: Sky Hawk, Wind Warrior, Thor, Hogun, Black Knight III, Gods of Heliopolis
Major enemies: Seth, Bloody Claws
Usual base of operations: New York City
Former bases of operations: None known
Current group membership: (as Earth-Lord) Earth Force, (as Brock) New York City
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1", (as Earth-Lord) 12' 2" to unknown limit
Weight: 194 lbs., (as Earth-Lord) variable according to his height
Eyes: Brown
Hair: Brown
Other distinguishing features: The glowing sign of Aton can appear on Brock's palm.

POWERS AND ABILITIES

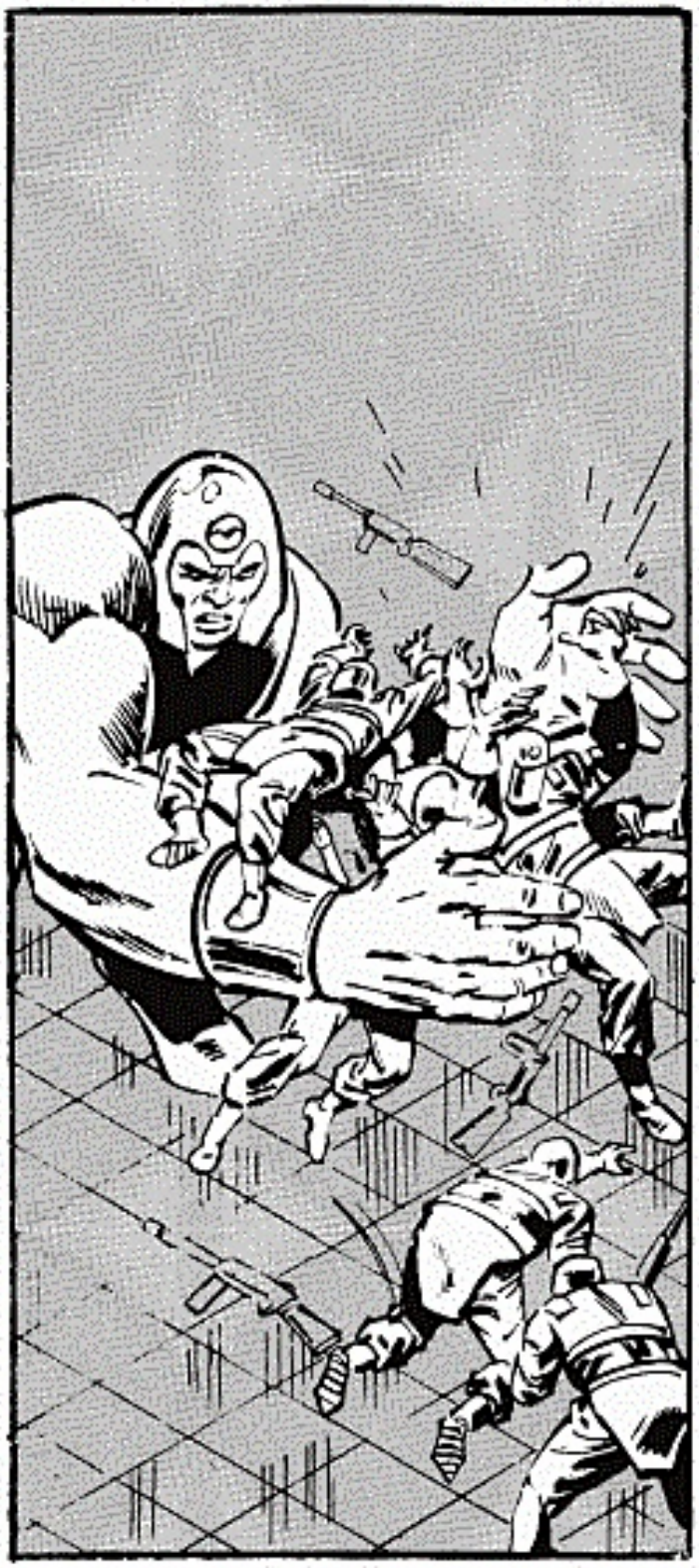
Intelligence: Normal
Strength: Normal, (as Earth-Lord) Superhuman Class 100
Speed: Normal, (as Earth-Lord) Peak human
Stamina: Normal, (as Earth-Lord) Metahuman
Durability: Normal, (as Earth-Lord) Superhuman
Agility: Normal, (as Earth-Lord) Athlete
Reflexes: Normal, (as Earth-Lord) Athlete
Fighting skills: Good hand-to-hand combatant, received police training in unarmed combat and marksmanship with firearms
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Earth-Lord has the ability to draw strength and mass from the ground to become a giant with superhuman physical attributes, can return to his normal size and mass at will
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Magically endowed by the Egyptian god Seth

PARAPHERNALIA

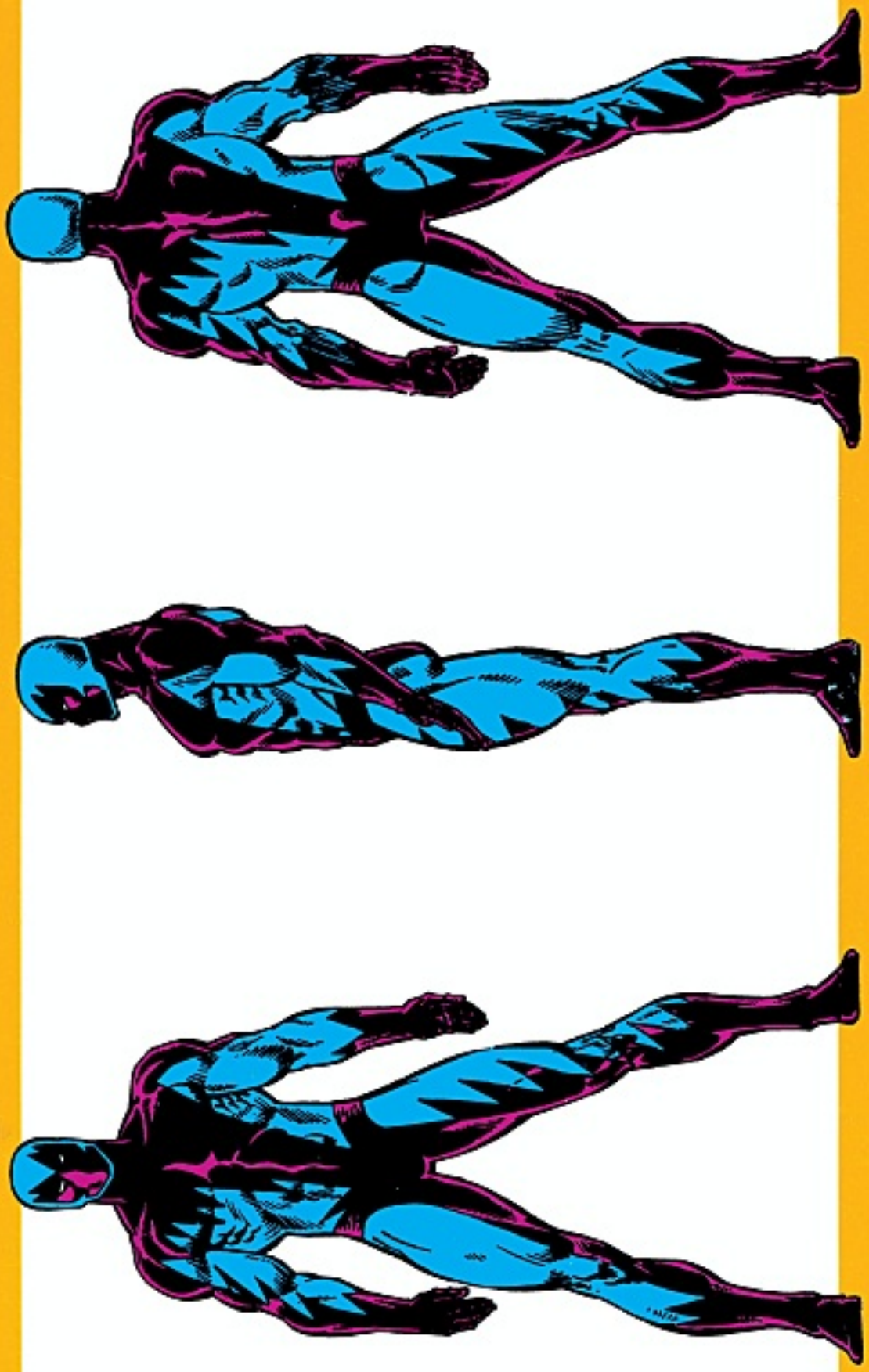
Costume specifications: Enchanted metal and fabric that grow and shrink as Earth-Lord changes size
Personal weaponry: None as Earth-Lord, but employs a conventional handgun and nightstick as a policeman
Special weaponry: None
Other accessories: None
Transportation: (as Brock) Police car
Design and manufacture of paraphernalia: (as Earth-Lord) Inapplicable

BIBLIOGRAPHY

First appearance: THOR #395
Origin issue: THOR #395
Significant issues: THOR #395-399 (hospitalized after being shot by criminals, healed and granted superhuman powers along with Sky Hawk and Wind Warrior by Seth, deceived by Seth into thinking Hogun was a menace, fought Thor and Hogun; reconciled with Thor and Hogun, transported to Seth's dimension, fought Seth's warriors; captured by Seth's forces, freed by Hogun; continued to battle Seth's forces); THOR #400 (confronted Seth, mortally injured by him, restored to life and returned to Earth by god of Heliopolis); THOR #426 (fought Bloody Claws); THOR ANNUAL #16 (prevented by Wind Warrior from endangering a baby by attacking Silver Sable)



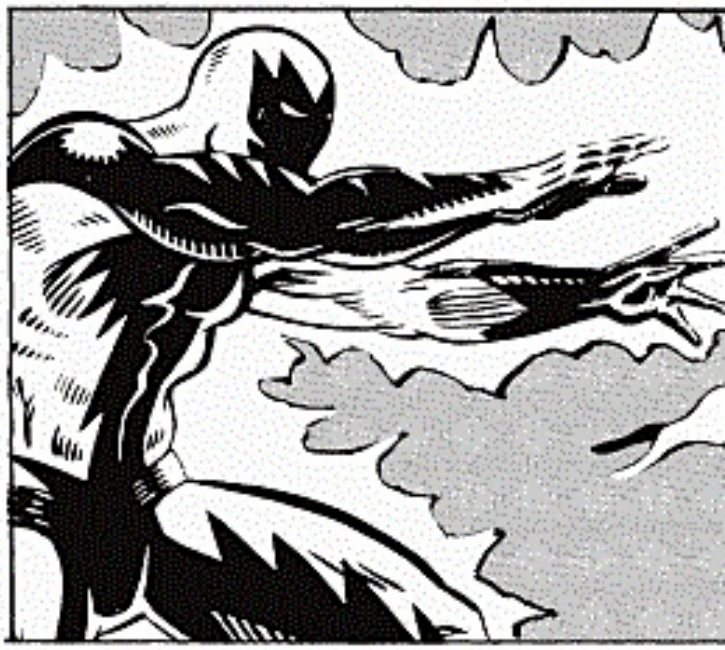
EEL™



EEL

BIOGRAPHICAL DATA

Real name: (I) Leopold Stryke; (II) Edward Lavell
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Professional criminal, hireling
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: (I) Criminal record in America, legally dead; (II) criminal record in America
Place of birth: Unrevealed
Place of death: (I) Las Vegas, Nevada
Cause of death: (I) Mutilation by the Gladiator
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: (I) Mister Fear I, Count Nefaria (employers), the Ox, Scarecrow, Porcupine, Unicorn, Plant-Man simulacrum, Viper I, Cobra, Princess Python, Krang; (II) Hammerhead, Nightshade (employers)
Major enemies: (I) Human Torch, the X-Men, Daredevil, Captain America; (II) Power Man, Iron Fist, Discus, Stiletto
Usual base of operations: New York City
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: (I) The Fellowship of Fear, Serpent Squad I; (II)



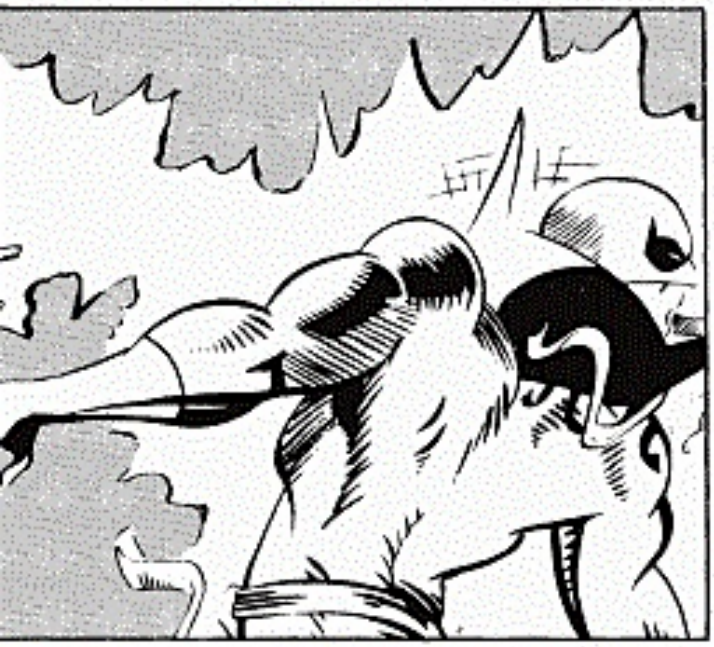
None
Extent of education: High school graduates

PHYSICAL DESCRIPTION

Height: (I) 5' 10", (II) 5' 9"
Weight: (I) 192 lbs., (II) 185 lbs.
Eyes: (I) Brown, (II) Brown
Hair: (I) Brown, (II) Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: (I) Normal, (II) Athlete
Stamina: Normal
Durability: Normal
Agility: Athlete
Reflexes: (I) Normal, (II) Athlete



Fighting skills: Basic hand-to-hand combat
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

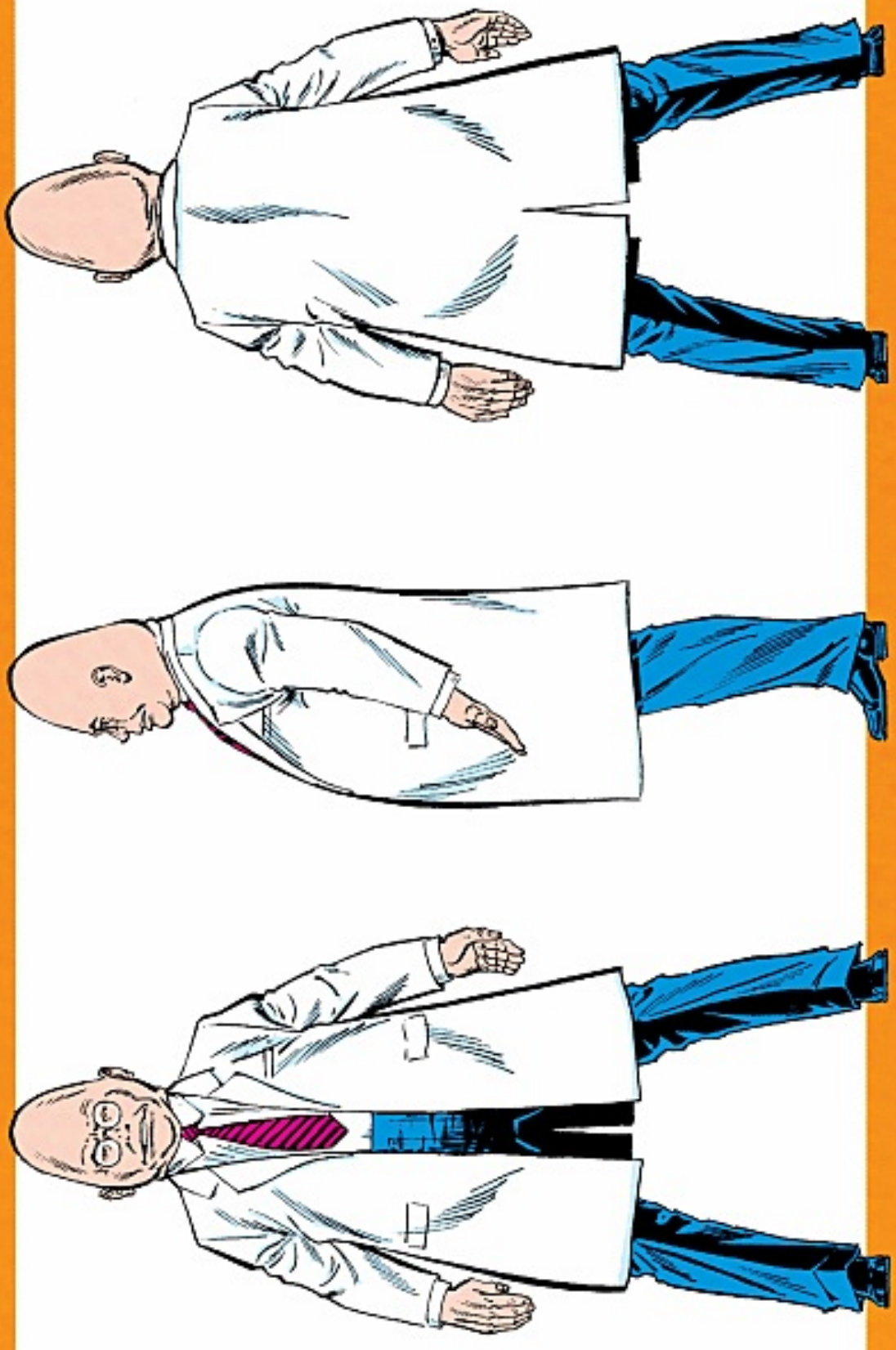
PARAPHERNALIA

Costume specifications: Electrically superconducting fabric sandwiched in between body insulation and a layer of near-frictionless synthetic fabric
Personal weaponry: Small devices built into costume generate large amounts of electricity (enough to stun or kill an average human); also, the Eel's battle suit projects an electrical field which allows him to sense his surroundings, even in total darkness.
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: (I) Leopold Stryke, (II) Unrevealed; the second Eel's suit may be a duplicate of the one worn by the original Eel

BIBLIOGRAPHY

First appearance: (I) STRANGE TALES #112, (II) POWER MAN AND IRON FIST #92
Origin issue: (I) STRANGE TALES #112, (II) The second Eel's origin is as yet unrevealed.
Significant issues: (I) STRANGE TALES #112, 117 (battled the Human Torch), X-MEN #22-23 (served as a henchman of Count Nefaria, dispatched to battle X-Men), DAREDEVIL #6 (served as a henchman of the original Mister Fear, battled Daredevil), CAPTAIN AMERICA #163 (joined the original Serpent Squad, battled Captain America), CAPTAIN AMERICA #180-181 (aided the original Serpent Squad in plot to raise Lemuria, battled original Nomad and Namor), GHOST RIDER Vol. 1 #21 (murdered by Gladiator); (II) POWER MAN AND IRON FIST #92 (attempted to rescue Hammerhead from police custody; battled Power Man and Iron Fist), POWER MAN AND IRON FIST #110 (employed by Nightshade; battled Iron Fist, Discus, Stiletto)

EGGHEAD™



EGGHEAD

BIOGRAPHICAL DATA

Real name: Elihas Starr
Aliases at time of death: None
Former aliases : None
Dual identity: Publicly known
Occupation at time of death: Criminal mastermind
Former occupation: Atomic scientist
Citizenship: United States of America
Legal status: Criminal record in U.S.
Place of birth: Queens, New York
Place of death: Roslyn, Long Island, New York
Cause of death: Accidental explosion of energy pistol
Marital status: Unrevealed
Known relatives: Patricia "Trish" Starr (niece)
Known confidants: None
Known allies: The Masters of Evil III (Tiger Shark, Shocker, Whirlwind), the Mad Thinker, the Puppet Master, Emissaries of Evil (Cobalt Man, Rhino, Solarr)
Major enemies: Henry Pym, the Avengers
Base of operations at time of death: New York area
Former base of operations: New York area
Group membership at time of death: Masters of Evil III
Former group membership: Emissaries of Evil
Extent of education: Degree in atomic science

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 320 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: Egghead possessed an egg shaped skull

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Below normal
Reflexes: Normal
Fighting skills: Minimal experience at hand-to-hand combat
Special skills and abilities: Extensive knowledge in a wide variety of scientific and technological disciplines
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Conventional attire
Personal weaponry: None
Special weaponry: Various sophisticated weapons of his own design, as necessary
Other accessories: A wide variety of sophisticated technological parapher-

nalia, as needed
Transportation: Various
Design and manufacture of paraphernalia: Elihas Starr

BIBLIOGRAPHY

First appearance: TALES TO ASTONISH #38
Origin issue: TALES TO ASTONISH #38
Significant issues: TALES TO ASTONISH #38 (first battled Henry Pym [as Ant-Man] on behalf of underworld figures); AVENGERS #63 (allied with Mad Thinker and the Puppet Master in plot to use laser satellite to blackmail United States government); AVENGERS #64 (caused death of Barney Barton, brother to Clint Barton [Hawkeye]); AVENGERS #65 (hired Swordsman to kidnap Henry Pym; battled Clint Barton who had recently adopted Pym's previous identity of Goliath); MARVEL FEATURE #5 (kidnaped niece, Trish Starr, in order to test device which allowed him to steal other people's intelligence; battled Henry Pym [as Ant-Man]); DEFENDERS #42-43 (formed Emissaries of Evil in attempt to gain possession of mystic artifact the Eye of Capistan; battled Defenders); AVENGERS #217 (engineered disgrace of Henry Pym [then operating under the identity of Yellowjacket] before the Avengers); AVENGERS #222 (formed Masters of Evil III as part of plot against the Avengers); AVENGERS #228-229 (sent Masters of Evil to kidnap Henry Pym; battled Pym and Avengers; died when the energy blaster he was using misfired)

EGO™

EGO

BIOGRAPHICAL DATA

Real name: Ego
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Inapplicable
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: None
Place of origin: The Black Galaxy
Marital status: Inapplicable
Known relatives: Ego-Prime(clonal scion)
Known confidants: None
Known allies: The Elders of the Universe
Major enemies: Thor, the Silver Surfer, the Fantastic Four, Galactus
Usual base of operations: Mobile throughout the known universe
Former bases of operations: The Black Galaxy
Current group membership: None. Ego once claimed to be an Elder of the Universe, but since he is not the sole survivor of an alien race dedicated to a single pursuit, he does not qualify.
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Diameter: 4165 miles
Mass: Unrevealed
Eyes: None
Hair: None
Other distinguishing features: Ego is a planet-sized entity.

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Flight speed: Warp speed
Stamina: Godlike
Durability: Godlike
Agility: Inapplicable
Reflexes: Metahuman
Fighting skills: None
Special skills and abilities: Knowledge of sophisticated alien technology far in advance of present-day Earth
Superhuman physical powers: Ego is a "living planet" with total control over its entire mass down to the molecular level. It is able to use its own substance to extrude tentacles, organic sensors, plant-like growth and to create humanoid vessels for its consciousness. It can shape its surface into the appearance of a gigantic face, to appear as a dead inhospitable world, or into an idyllic paradise to lure unwary space travelers to its surface, which it then absorbs. Ego possesses various internal features analogous to a living organism, such as gigantic tunnels which have been compared to arteries, and a gigantic brain-like organ deep below its surface, Ego possess both digestive organs which it uses when absorbing living beings, and an immune system which creates powerful antibodies to destroy beings which resist absorption.

Superhuman mental powers: Ego possesses vast psionic powers, which enable it tap energy sources such as stars or to absorb the life energies of living beings, and channel that energy for its own uses. Ego has vast telepathic powers, which appear to be effective over interstellar distances.
Special limitations: For unknown reasons, Ego is unable to remove the sidereal propulsion unit placed at its south pole by Galactus.
Source of superhuman powers: Unrevealed

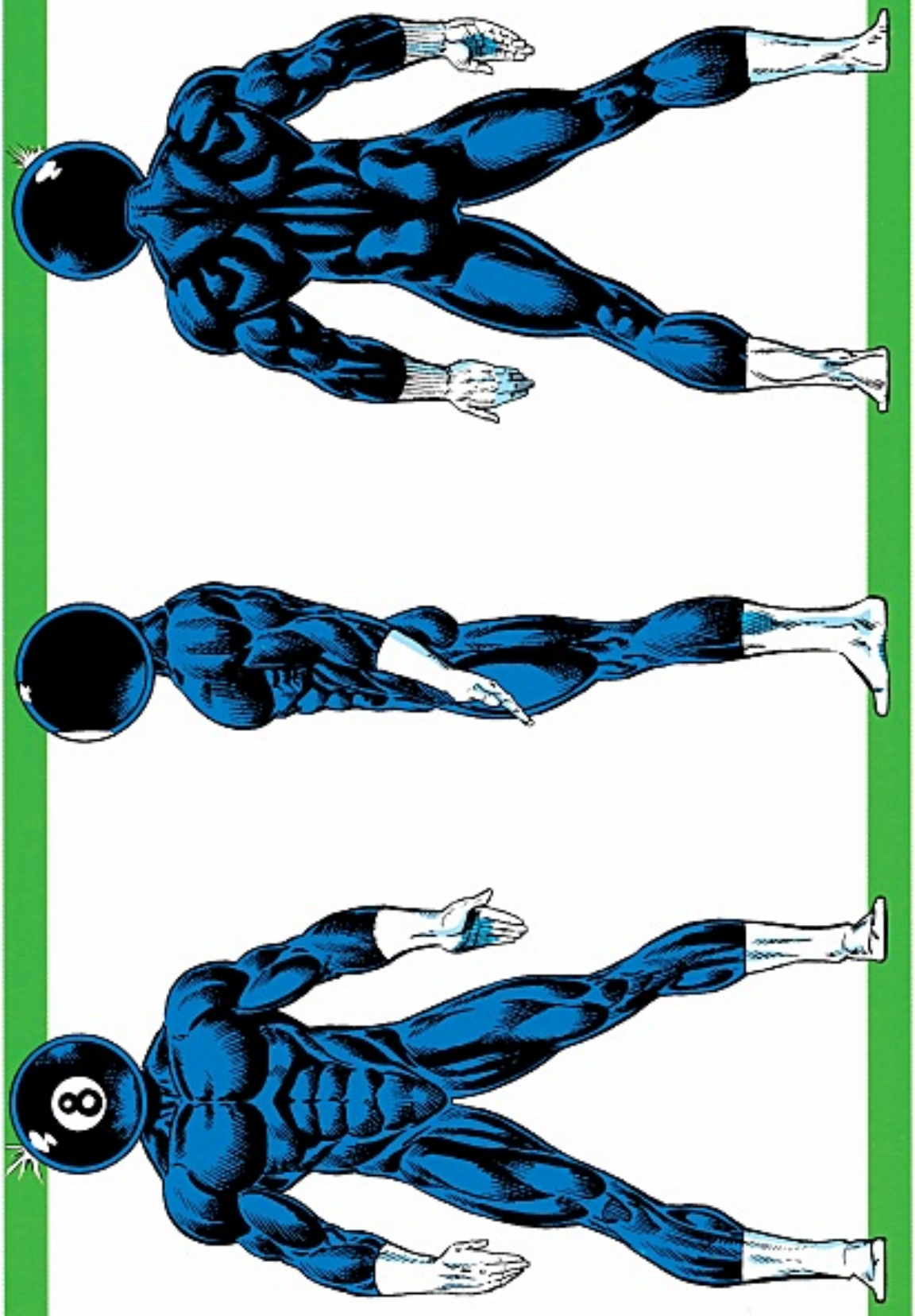
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: An immensely powerful sidereal propulsion unit
Design and manufacture of paraphernalia: Galactus

BIBLIOGRAPHY

First appearance: THOR #132
Origin issue: (alleged) FANTASTIC FOUR #235
Significant issues: THOR #132-133 (planned interstellar conquest; battled Thor and the Recorder; renounced plans of conquest); THOR #161 (joined Thor in battle against Galactus); THOR #227-228 (went insane; battled Thor, Firelord, Hercules, and Galactus; sidereal propulsion unit attached to south pole by Galactus to propel Ego away from the populated sections of the universe); FANTASTIC FOUR #234-235 (returned to Earth seeking vengeance on Galactus; sidereal propulsion unit sabotaged by Fantastic Four; Ego's substance broken apart by sun's gravitational pull when sidereal unit malfunctioned); ROM #69 (re-formed and repaired propulsion unit; digested Dire Wraiths to replenish energy reserves; battled Rom); SILVER SURFER #4 (joined with the Elders of the Universe in plot against Galactus; battled Silver Surfer); SILVER SURFER #22 (captured and attempted to consume energies of Silver Surfer)

8-BALL™



8-BALL

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current Occupation: Professional criminal
Former occupation: Missile guidance systems designer, pool player
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Duluth, Minnesota
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: 6-Ball, 9-Ball, 11-Ball (his gang), Hobgoblin II
Major enemies: Sleepwalker
Usual base of operations: New York City
Former base of operations: None known
Current group membership: Leader of unnamed criminal gang
Former group membership: None
Extent of education: Advanced degree in engineering

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 175 lbs.
Eyes: Blue
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Average hand-to-hand combatant
Special skills and abilities: Skilled gymnast, expert pool player, experienced designer of missile propulsion systems, gifted inventor
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

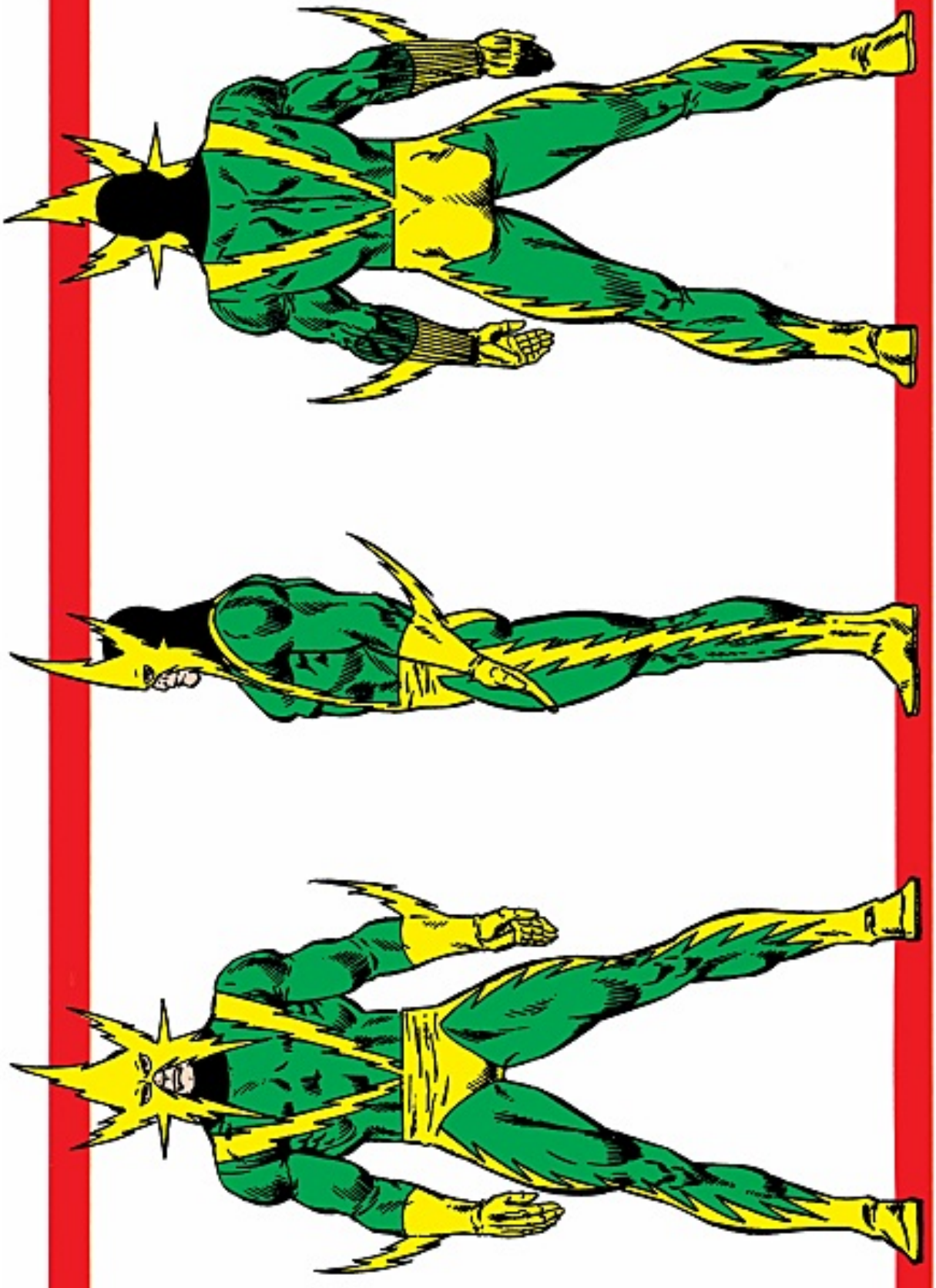
Costume specifications: Synthetic stretch fabric and bulletproof metal helmet
Personal weaponry: Cue stick (equipped with mechanisms enabling it to magnify any force applied to it more than a thousandfold and transmit that force to anything it strikes)
Special weaponry: Ball-bombs (pool balls containing explosives which detonate on impact)
Other accessories: Giant floating explosive pool balls
Transportation: Hover-rack (a four-man hover craft in the shape of a pool rack); floating 8-Ball (hovercraft in the shape of a giant pool ball)

Design and manufacture of paraphernalia: 8-Ball

BIBLIOGRAPHY

First appearance: (on TV) SLEEPWALKER #1, (actual appearance) SLEEPWALKER #2
Origin issue: SLEEPWALKER #2
Significant issues: SLEEPWALKER #2 (revealed how he was fired by his defense contractor employers for gambling, invented cue stick weapon, and turned to crime; with his gang, battled Sleepwalker, escaped); CAPTAIN AMERICA #395 (witnessed fight between Black mamba, Asp, and Impala and Battleaxe, Steel Wind, and Golddigger in "Bar With No Name"); SLEEPWALKER #19 (battled and captured Sleepwalker, attempted to destroy him); SLEEPWALKER #21-22 (made wager with Hobgoblin II as to which of them would kill Sleepwalker first; alongside Hobgoblin II, battled Sleepwalker's body inhabited by Rick Sheridan's mind)

ELECTRO



ELECTRO

BIOGRAPHICAL DATA

Real name: Maxwell Dillon
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Professional criminal
Former occupation: Lineman for Consolidated Edison
Citizenship: United States of America
Legal status: Criminal record
Place of birth: Endicott, New York
Marital status: Divorced
Known relatives: None
Known confidants: None
Known allies: Doctor Octopus, Sandman, Kraven, Vulture, Mysterio, Hobgoblin, Leapfrog, Matador, Gladiator, Stilt-Man, Wizard, Trapster, Blizzard I, the Purple Man
Major enemies: Spider-Man, Daredevil, Captain America, the Fantastic Four, the Falcon, the Shocker
Usual base of operations: Mobile
Former bases of operations: New York
Current group membership: Sinister Six II
Former group membership: Sinister Six I, Emissaries of Evil, Frightful Four
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 165 lbs.
Eyes: Blue
Hair: Red-brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: (unenhanced) Normal, (charged) Superhuman Class 10
Speed: (unenhanced) Normal, (charged) Metahuman
Stamina: (unenhanced) Normal, (charged) Metahuman
Durability: (unenhanced) Normal, (charged) Metahuman
Agility: (unenhanced) Normal, (charged) Metahuman
Reflexes: (unenhanced) Normal, (charged) Superhuman
Fighting skills: Minimal ability at hand to hand combat
Special skills and abilities: None
Superhuman physical powers: Electro can generate electrostatic energy through his body at a rate of about 1,000 volts per minute and store up to 1000,000 volts. At ten feet, his maximum charge is more than enough to kill a normal man. Electro can employ this electrostatic energy as lightning arcs from his fingertips at 1,100 feet per second for about 100 feet.
Superhuman mental powers: Electro can override any electrically-powered device and manipulate it according to his mental commands
Special limitations: By using an external electrical power source to recharge his

body's energy reserves, Electro could expend electricity indefinitely without diminishing his personal reserves. When he is fully charged, Electro is extremely sensitive to anything that may "short-circuit" him, such as water

Source of superhuman powers: An unusually configured magnetic field was created when struck by lightning while Dillon was holding live, high-tension wires and a wound reel of one-inch cable.

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Propels himself along accompanying magnetic lines of force in objects that have great electrical potential, such as high-tension electrical lines, at speeds of up to 140 miles per hour. He can also create electrostatic bridges to traverse upon, at the cost of a great expenditure of energy

Design and manufacture of paraphernalia: Inapplicable

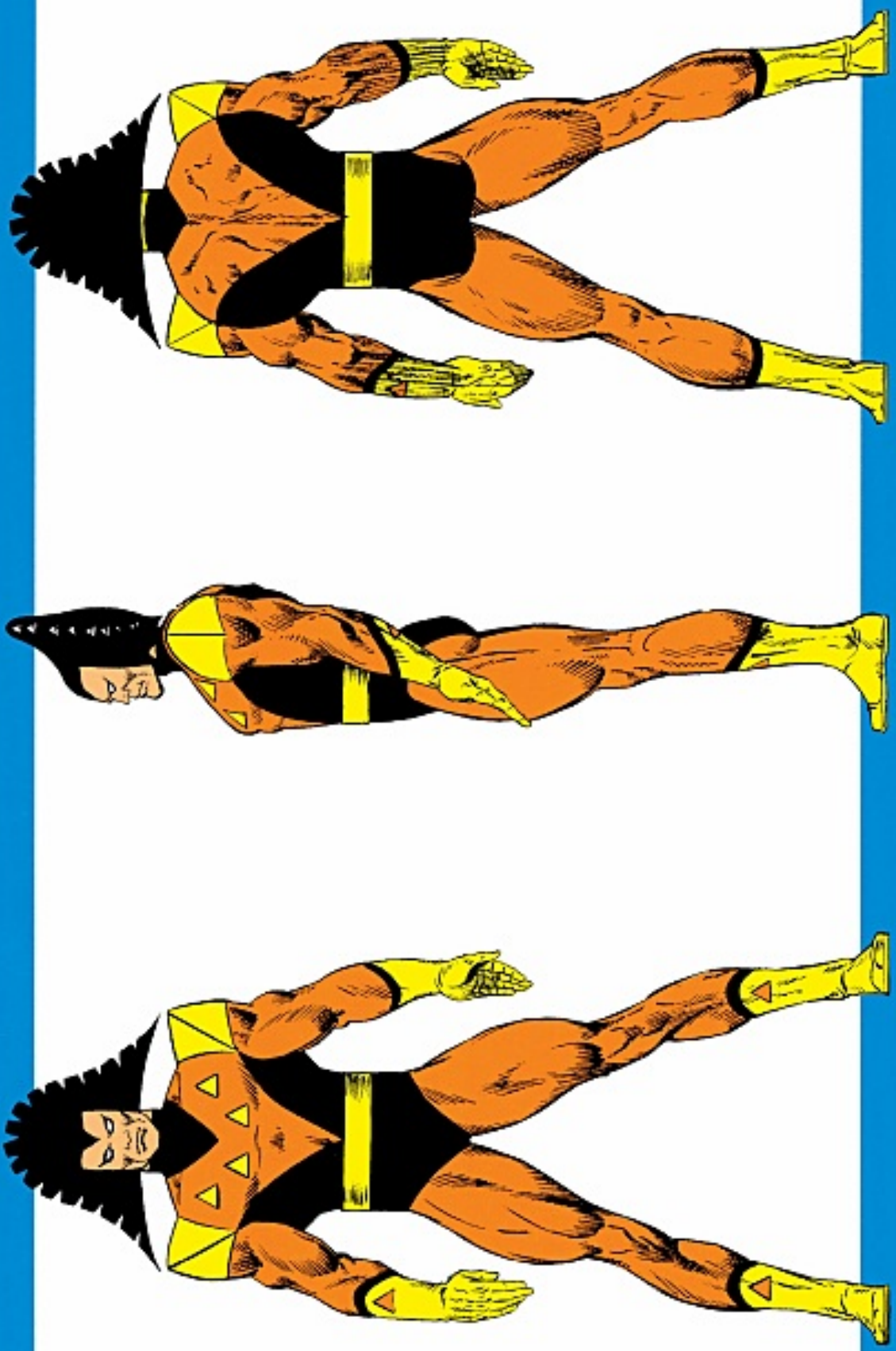
BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #9

Origin issue: AMAZING SPIDER-MAN #9

Significant issues: AMAZING SPIDER-MAN #9 (first confronted Spider-Man); DAREDEVIL #2 (first confronted Daredevil); AMAZING SPIDER-MAN ANNUAL #1 (joined the original Sinister Six); FANTASTIC FOUR ANNUAL #3 (attacked the Fantastic Four at the wedding of Sue Storm and Reed Richards under the control of Doctor Doom); DAREDEVIL ANNUAL #1 (joined the Emissaries of Evil); AMAZING SPIDER-MAN #82 (hired by J. Jonah Jameson to defeat Spider-Man on national television); DAREDEVIL #87 (encountered Daredevil in San Francisco; temporarily donned a modified costume); OMEGA THE UNKNOWN #3 (took control of a Protarian android seeking the destruction of Omega); MARVEL TEAM-UP #56 (teamed with Blizzard against Spider-Man and Daredevil); DEFENDERS #63 (attempted to aid a band of criminals escaping the Defenders); SPECTACULAR SPIDER-MAN #39 (joined the Frightful Four); FANTASTIC FOUR #218 (he and other members of the Frightful Four used Spider-Man as bait to trap the Fantastic Four); .SPECTACULAR SPIDER-MAN #134 (learned he can electrostatically disrupt Spider-Man's wall-crawling ability); SPECTACULAR SPIDER-MAN #157 (the Chameleon and Hammerhead sent the Shocker to try to recruit him in their organization); AMAZING SPIDER-MAN #334-339 (accepted Dr. Octopus's invitation to rejoin the Sinister Six, battled Spider-Man)

ELECTRON™



ELECTRON

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None known
Dual identity: None, the general populace of Earth is unaware of Electron's existence
Current occupation: Warrior serving in the Royal Elite of Shi'ar Imperial Guard
Former occupation: None known
Citizenship: Shi'ar Empire
Legal status: No criminal record in the Shi'ar Empire
Place of birth: Chandilar (Shi'ar Throneworld), Shi'ar Empire
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Imperial Guard, Starjammers, the X-Men, (formerly) D'Ken, Deathbird
Note: The Imperial Guard serves whoever is ruler of the Shi'ar Empire; hence, at different times they have served D'Ken, Lilandra and Deathbird.
Major enemies: The Brood, Skrulls, Excalibur, Galactus, the Supreme Intelligence, (former) Deathbird, the Avengers, the Kree
Usual base of operations: Chandilar (Shi'ar Throneworld), Shi'ar Empire
Former bases of operations: None known
Current group membership: Royal Elite, Shi'ar Imperial Guard
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 180 lbs.
Eyes: No visible pupils or irises
Feathers: Black
Other distinguishing features: The Shi'ar possess both avian and mammalian physical characteristics. Hence, Electron has feathers instead of hair atop his head, and has vestigial feathers along his elbows.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Natural winged flight
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant, trained armed and unarmed combat by the Shi'ar Imperial Guard
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Electron has the ability to project bolts of electrical energy
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: (electrical powers) Unrevealed, (other powers) Electron is a member of the alien race known as the Shi'ar.

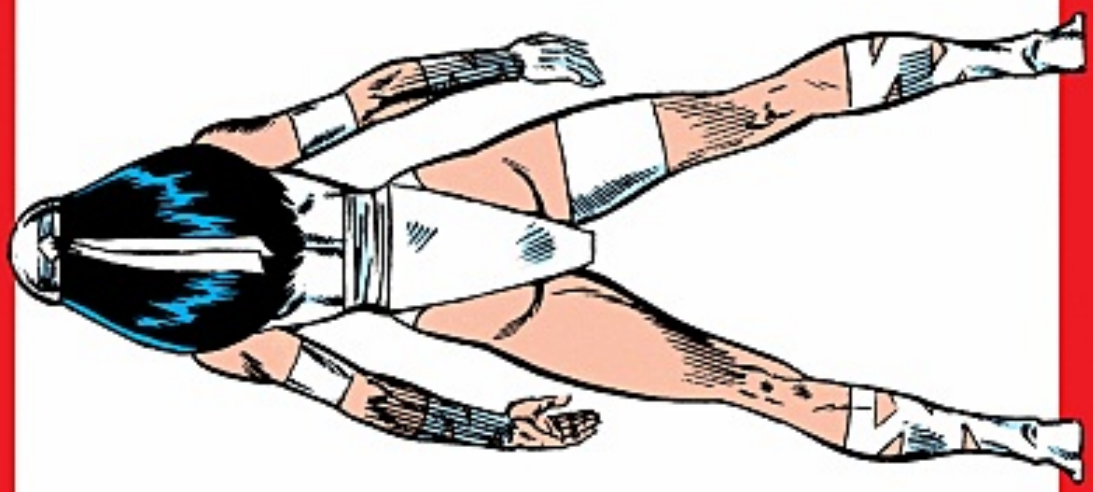
PARAPHERNALIA

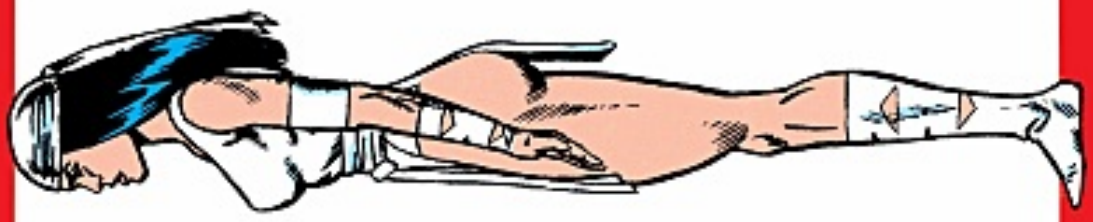
Costume specifications: Shi'ar fabrics and body armor mimicking the properties of unstable molecules, making them non-conductive
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Shi'ar starships, small Imperial Guard anti-gravity device which allow flight
Design and manufacture of paraphernalia: Shi'ar scientists

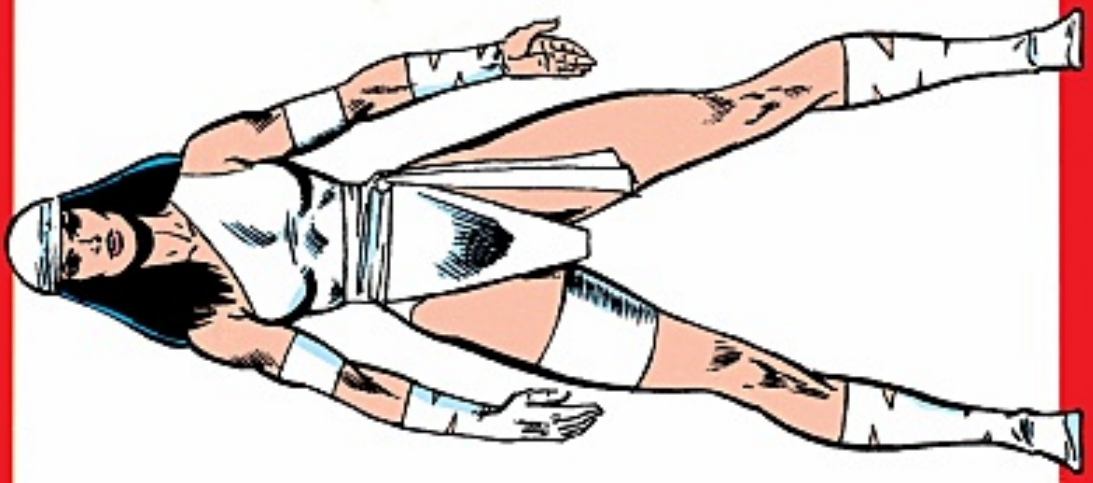
BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #107
Origin issue: Electron's origin is as yet unrevealed.
Significant issues: X-MEN Vol. 1 #107-108 (joined in Imperial Guard's battle on behalf of Emperor D'Ken; battled the X-Men and the Starjammers); ROM ANNUAL #4 (alongside Imperial Guard, battled Rom and his fellow Spaceknights); X-MEN SPOTLIGHT ON: STARJAMMERS #2 (on Deathbird's behalf, joined Imperial Guard members in battle against Excalibur and Starjammers); AVENGERS WEST COAST #80 (alongside Oracle and Tempest, captured Rick Jones, battled Kree Sentry; battled Living Lightning; escaped with Kree Psyche Magnetron device during Kree-Shi'ar War); AVENGERS #347 (alongside Imperial Guard, laid claim to devastated Kree Empire)

ELEKTRA™







ELEKTRA

BIOGRAPHICAL DATA

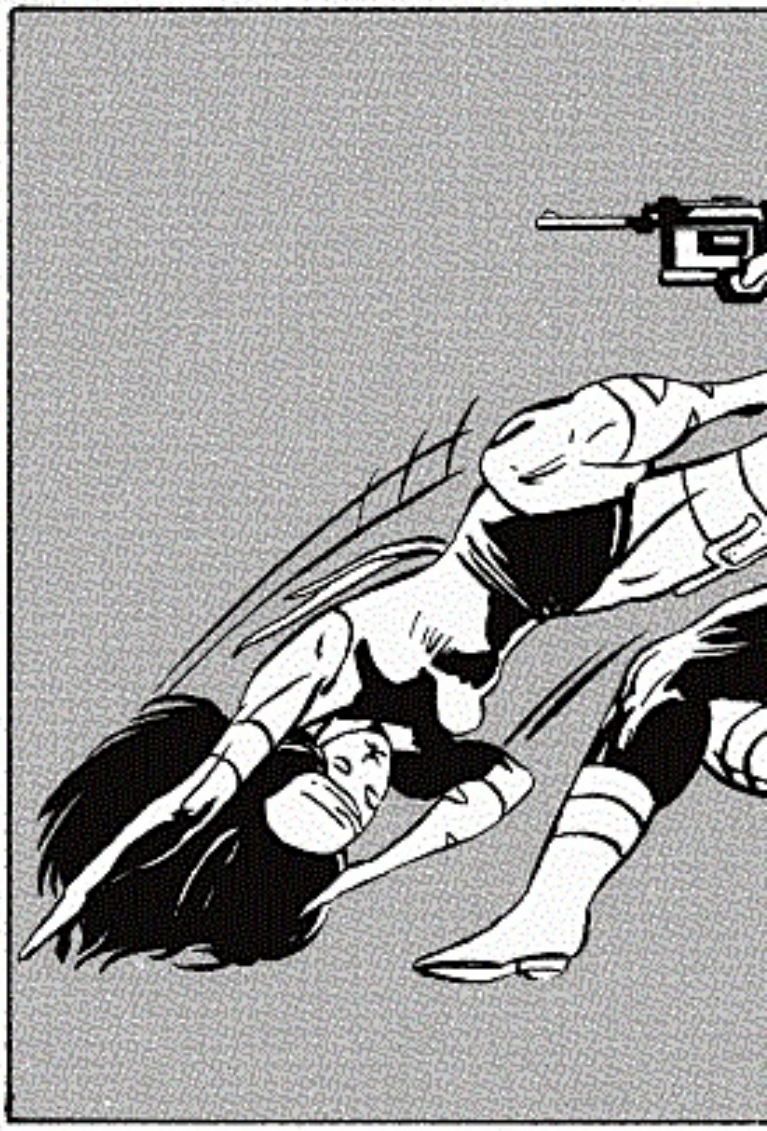
Real name: Elektra Natchios
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Unrevealed
Former occupation: Assassin
Citizenship: Greece
Legal status: Criminal record in the United States
Place of birth: Unrevealed
Marital status: Single
Known relatives: Ambassador Natchios (father, first name unrevealed, deceased)
Known confidants: None
Known allies: Wilson Fisk (Kingpin)
Major enemies: Bullseye, Daredevil
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: None
Former group membership: The Hand
Extent of education: Studied Political Science at Columbia University, New York City

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 130 lbs.
Eyes: Dark blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal



Strength: Peak human
Speed: Peak human
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Expert in Ninjutsu, and various other martial arts; gymnastics
Special skills and abilities: Extensive knowledge and experience of martial arts,

especially Ninjutsu, proficiency with the three-pronged dagger known as the sai
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: Two sai (three-pronged dagger)
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: DAREDEVIL #168
Origin issues: DAREDEVIL #168, 190
Significant issues: DAREDEVIL #168 (first battled Daredevil in order to force him to help her capture criminal Alarich Wallenquist, later saved by Daredevil from being killed by Eric Slaughter; origin revealed); DAREDEVIL #174 (battled the Hand alongside Daredevil and Gladiator I); DAREDEVIL #175 (battled Kirigi); DAREDEVIL #178 (became chief assassin for Kingpin) DAREDEVIL #179 (attempted to kill Daredevil after he tried to stop her from terrorizing Ben Urich); DAREDEVIL #181 (disobeyed Kingpin's orders to kill Foggy Nelson, killed by Bullseye in combat, died in Matt Murdock's arms); DAREDEVIL #190 (Hand attempted to resurrect Elektra, apparently resurrected by the ninja known as Stone, associate of Elektra's teacher Stick)
Note: In the ELEKTRA LIVES AGAIN Graphic Novel, Elektra is once more killed. Whether this takes place in an alternate past, present, or future has yet to be disclosed.

ELYSIUS™

ELYSIUS

BIOGRAPHICAL DATA

Real name: Elysius
Other current aliases: None
Former aliases: "Mistress of Paradise"
Dual identity: None; the general populace of Earth is unaware of Elysius's existence.
Current occupation: Unrevealed
Former occupation: Lieutenant to ISAAC
Citizenship: Titan
Legal status: No criminal record
Place of construction: Titan, moon of Saturn
Marital status: Single
Known relatives: Inapplicable
Known confidants: Captain Mar-Vell (deceased), Drax the Destroyer, Starfox (Eros II)
Known allies: Captain Mar-Vell (deceased), Starfox, Mentor, Rick Jones, ISAAC, (former) Lord Gaea, Stellarax, Chaos, Tartarus
Major enemies: Lord Gaea, Stellarax, Chaos, Tartarus, (former) Captain Mar-Vell (deceased), Drax the Destroyer, Starfox, Mentor, ISAAC
Usual base of operations: Titan
Former bases of operations: None
Current group membership: Titanian Eternals
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 155 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Subsonic
Stamina: Superhuman
Durability: Enhanced human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Unskilled hand-to-hand combatant
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, Elysius possesses an extremely long lifespan and immunity to all terrestrial diseases.
Superhuman mental powers: Limited telepathic abilities of unrevealed nature
Special limitations: None known
Source of superhuman powers: Artificially created being patterned on and possessing the attributes of the long-lived offshoot of humanity called the Eternals

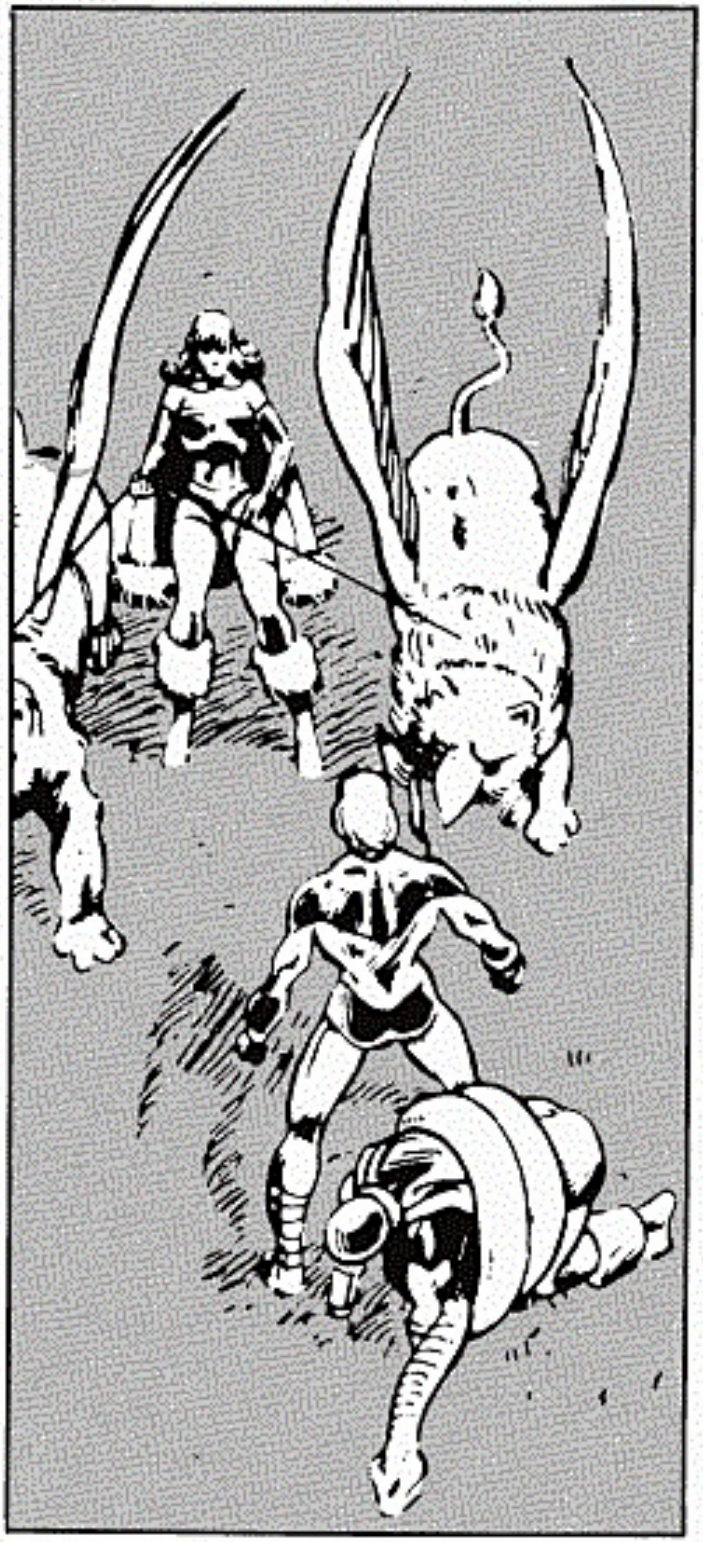
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: An alien hand-weapon capable of disrupting force fields or of firing energy of an unspecified nature

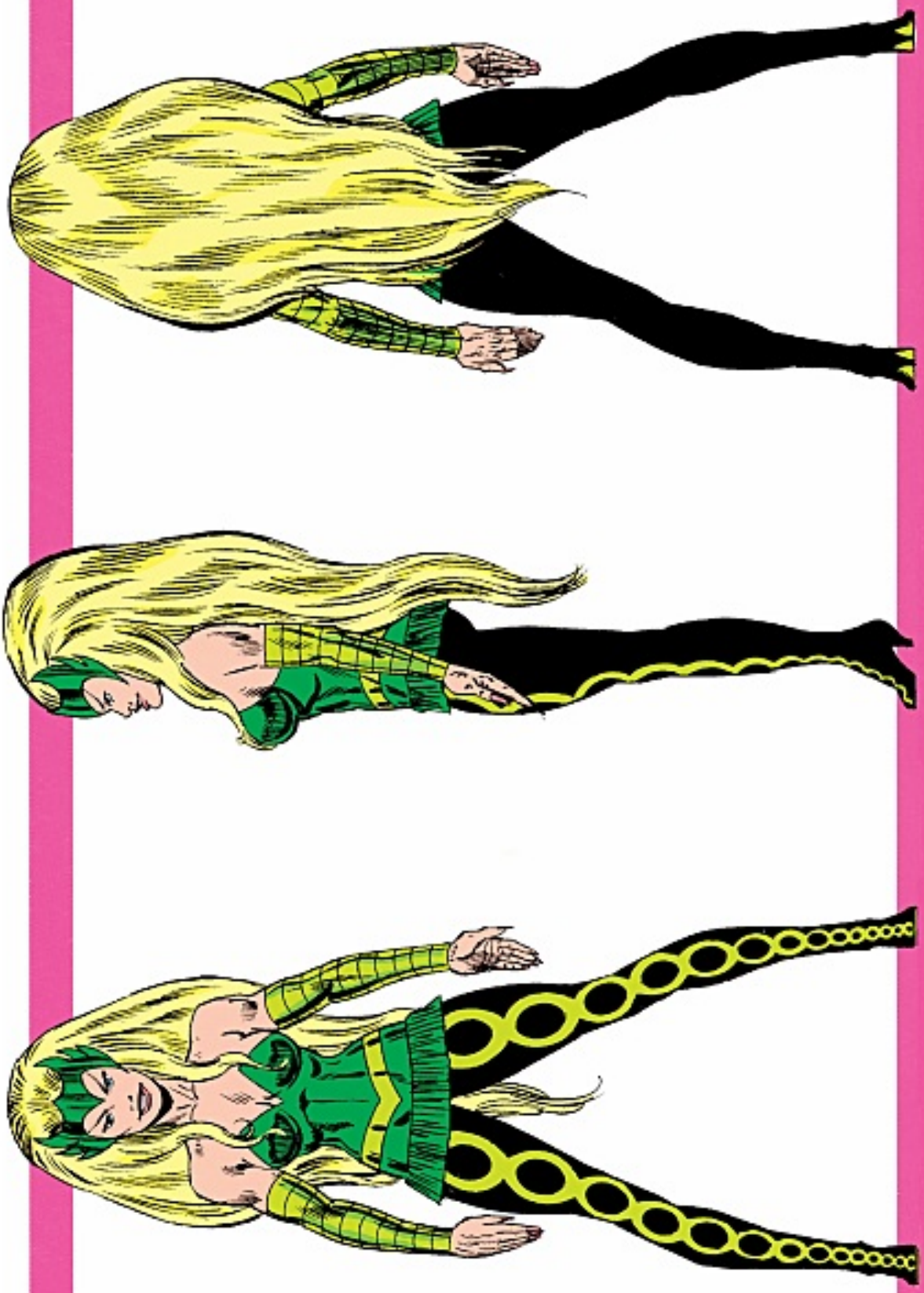
as bursts of concussive force
Special weaponry: None
Other accessories: Griffin-like creatures which obey her telepathic commands
Transportation: Her personal sky-ship (resembles an ancient Earth galleon but possesses the capacity of flight)
Design and manufacture of paraphernalia: ISAAC

BIBLIOGRAPHY

First appearance: CAPTAIN MARVEL #59
Origin issue: Elysius's origin is as yet unrevealed.
Significant issues: CAPTAIN MARVEL #59-60 (created by ISAAC, aided ISAAC in its conquest of Titan); CAPTAIN MARVEL #61-62/MARVEL SPOTLIGHT Vol. 2 #1-2 (aided Captain Mar-Vell and Drax the Destroyer against ISAAC, Stellarax, Lord Gaea, and Chaos; began romance with Mar-Vell); MARVEL SPOTLIGHT Vol. 2 #3 (returned to Earth with Mar-Vell and Rick Jones); INCREDIBLE HULK Vol. 2 #245 (accompanied Mar-Vell to Denver to visit Rick Jones); INCREDIBLE HULK Vol. 2 #247-248 (accompoanied Betty Ross, Rick Jones, and Fred Sloan to Gamma Base in search of Mar-Vell and the Hulk; departed Gamma Base with Mar-Vell); MARVEL GRAPHIC NOVEL #1 (attended death-watch of Captain Mar-Vell); AVENGERS #230 (remained on Titan when Starfox departed for Earth to join the Avengers)



ENCHANTRESS™



ENCHANTRESS

BIOGRAPHICAL DATA

Real name: Amora
Other current aliases: Leena Moran
Former aliases: Valkyrie II, Amora Incantare, Amora Lorelei, Helen Eve
Dual identity: Secret; the general populace of Earth is unaware of the Enchantress's existence
Current occupation: Sorceress
Former occupation: Would-be conqueror, actress, singer, movie associate producer, health spa owner
Citizenship: Realm of Asgard
Legal status: Former exile from Asgard
Place of birth: Asgard
Marital status: Single
Known relatives: Lorelei II (sister, deceased)
Known confidants: Heimdall, (former) Executioner II (Skurge, deceased)
Known allies: (occasional) Loki, (former) Executioner II (Skurge, deceased), Brunnhilde the Valkyrie, Baron Zemo I (deceased), Wonder Man, Black Knight I (deceased), Melter (deceased), Power Man I (Goliath III), Ares, Mandarin, Arkon, Doctor Doom, Executioner III (Brute Benhurst), Ulik
Major enemies: Thor, Odin, Wonder Man, Doctor Strange, Brunnhilde the Valkyrie, Avengers, New Mutants, Magik, Clea, Arkon, Dazzler, Hercules, Casiolena
Usual base of operations: Asgard; Earth (New York City and Los Angeles)
Former bases of operations: Baron Zemo I's South American jungle headquarters
Current group membership: None
Former group membership: Masters of Evil I, Lady Liberators, Doctor Doom's Battleworld army
Extent of education: Extensive training in sorcery by Karnilla and various Asgardian mages and wizards

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 450 lbs.
Eyes: Green
Hair: Blond
Other distinguishing features: The Enchantress is one of the most beautiful humanoid women in existence.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 25
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Minimal hand-to-hand combatant, relies on sorcery in battle
Special skills and abilities: Extensive knowledge of Asgardian mystic and amatory arts
Superhuman physical powers: Aside from the above listed attributes, Enchan-

tress possesses an innate capacity to manipulate ambient magical energy, honed through practice for a variety of effects, including projecting magical power bolts. She has used her sorcery to enhance her natural beauty and allure, and to enchant her lips so that she can make virtually any man her slave (for about a week, unless she renews the treatment) by kissing him. She can also use her magic to heal any of her injuries rapidly.

Superhuman mental powers: Limited mystical senses

Special limitations: A prolonged absence from Asgard tends to diminish her powers although they never fade completely.

Source of superhuman powers: Enchantress is a member of the race of superhumans known as Asgardians.

PARAPHERNALIA

Costume specifications: Asgardian fabric

Personal weaponry: None

Special weaponry: On occasion the Enchantress employs various mystical artifacts, potions, and power objects, such as the crystalline gem in which she entrapped Brunnhilde the Valkyrie's soul

Other accessories: None known

Transportation: Sorcery

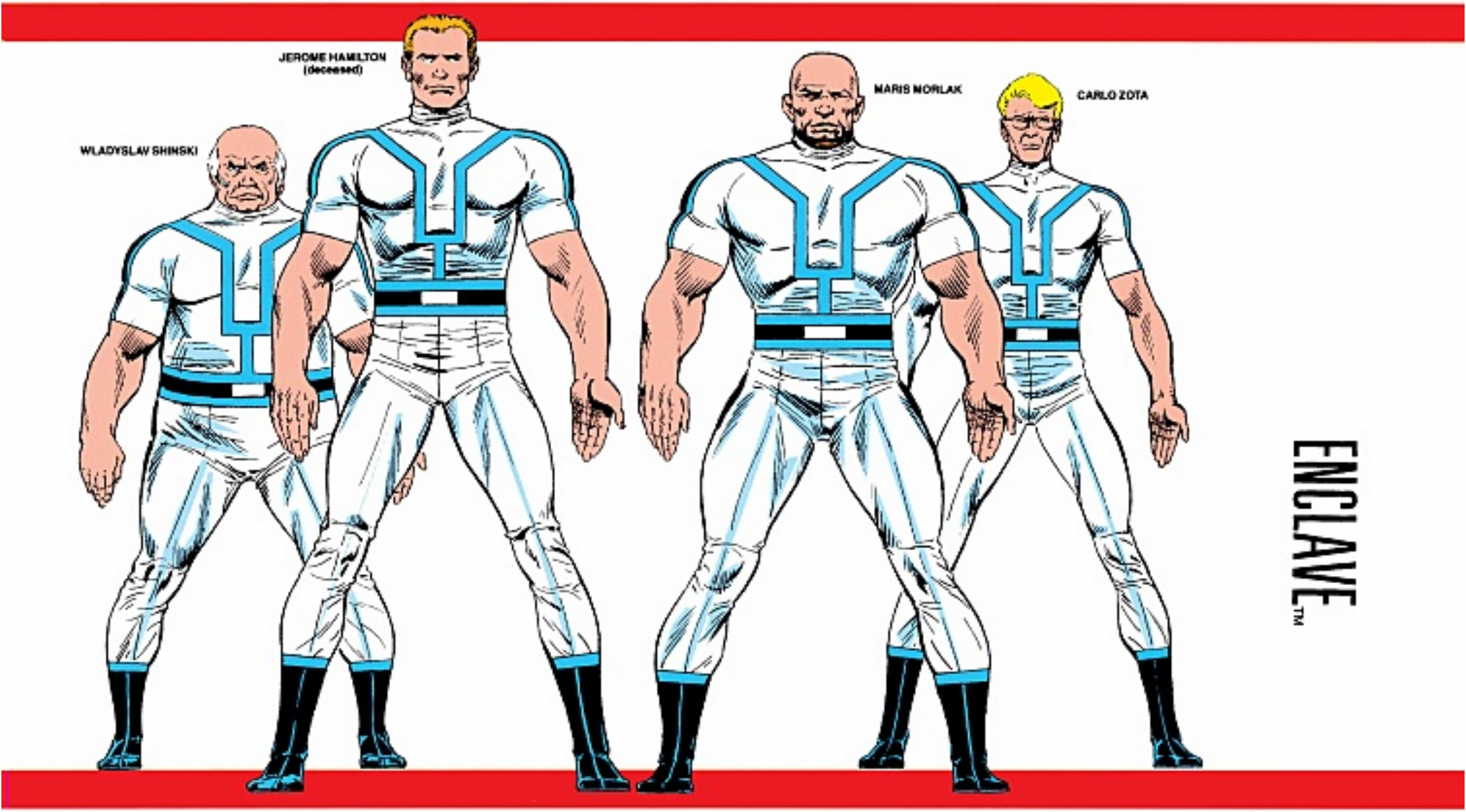
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #103

Origin issue: The Enchantress's origin is as yet unrevealed.

Significant issues: JOURNEY INTO MYSTERY #103 (aided Loki by attempting to seduce Thor in his Don Blake identity, and by sending Executioner to kill Jane Foster); AVENGERS #7, 9-10 (exiled to Earth with Executioner II by Odin, joined Baron Zemo I's Masters of Evil I against the Avengers; recruited Wonder Man into Masters of Evil I; met Immortus, helped Zemo attack Avengers); AVENGERS #15-16 (joined in Masters of Evil I's final assault against the Avengers, escaped); JOURNEY INTO MYSTERY #116-117 (with Executioner I, menaced Jane Foster at Loki's behest); AVENGERS #21-22 (used Zemo's devices to transform Eric Josten into Power Man I, who aided her in battling the Avengers); AVENGERS #83-84 (posed as Valkyrie, formed Lady Liberators; duped Arkon into fighting Avengers); MARVEL TWO-IN-ONE #7, DEFENDERS #20 (with Executioner II, battled Defenders and Thing); THOR #258-261, #263-265 (with Executioner II, attempted to conquer Asgard; served as Loki's lieutenant in his brief rule of Asgard); THOR #350, 352-353 (aided forces of Asgard against legions of Surtur); THOR #393, 398-400 (aided Asgard against Seth's legions); THOR #402-403 (refused to sacrifice her life to save Lorelei, witnessed Lorelei's death, was rejected by deceased Executioner; transformed Brute Benhurst into Executioner III)


JEROME HAMILTON
(deceased)
WLADYSLAV SHINSKI
MARIS MORLAK
CARLO ZOTA

ENCLAVE™

THE ENCLAVE

ORGANIZATION

Purpose: To use advanced technology to establish a benevolent world dictatorship under the rule of its founding members
Modus operandi: Advanced scientific research and development by founding members; armed forces provided by mercenary hirelings
Extent of operations: Unrevealed
Relationship to conventional authorities: The surviving founding members have been tried and convicted on various counts, including treason.
Base of operations: None currently known
Former bases of operations: The Citadel of Science (aka "the Beehive"; an island in the North Atlantic Ocean); a hidden base somewhere in central Europe; Security College, New York State; Attilan, the Blue Area of the Moon
Major funding: The personal fortunes of the four founding members; later profits from selling technology to HYDRA
Known enemies: The Fantastic Four, Adam Warlock, Dr. Strange, the Hulk, Kismet, the Inhumans, the Avengers
Known allies: The Monocle (deceased), Maximus

MEMBERSHIP

Number of active members: 3
Number of reserve members: 0
Organizational structure: Lead by the founding members
Known officers: Maris Morlak, Carlo Zota, Wladyslav Shinski
Known current members: Other than the founding members, all other personnel are hired mercenaries
Known former members: Jerome Hamilton (deceased)
Known special agents: The Monocle (deceased)
Membership requirements: Prior to their disappearance, each of the four founding members was a world-class scientist in a different area of expertise (nuclear physics, electronics, genetics, biology) and each shared the same worldview and long-term goals.

HISTORY

Founder: Maris Morlak, Carlo Zota, Wladyslav Shinski, Jerome Hamilton (deceased)
Other leaders: None
Previous purpose or goals: Same as above
Major campaigns or accomplishments: Founding members successfully faked their own deaths and disappeared from society; established Citadel of Science using their own and abandoned Deviant technology; achieved various scientific breakthroughs and created many advanced inventions; created superhumanly powerful humanoids Him (Adam Warlock) and Paragon (Her [Kismet]); financed

Security College information-gathering scheme; infiltrated Attilan

Major setbacks: Lost control of Him, who wrecked their Citadel; death of Jerome Hamilton; existence discovered by the Fantastic Four; lost control of Paragon, who destroyed the rebuilt Citadel; Security College operation uncovered and abandoned; failed attempted takeover of Attilan; failed to foment war between Earth and the Inhumans; Morlak and Zota captured and imprisoned; Morlak, Zota, and Shinski injured, captured and hospitalized

TECHNOLOGY AND PARAPHERNALIA

Level of technology: More highly advanced than most known on Earth

Transportation: Teleportation device

Standard uniforms: Insulated synthetic stretch fabric laboratory suits (founding members)

Standard weaponry: Concussive force ray blasters, various high technology devices of their own creation as needed (mercenaries)

Standard accessories: None

BIBLIOGRAPHY

First appearance: (unnamed) FANTASTIC FOUR #66, (as Enclave) FANTASTIC FOUR #207

Origin issue: (partial) FANTASTIC FOUR #66

Significant issues: FANTASTIC FOUR #66-67 (created Him [Adam Warlock], abducted Alicia masters to sculpt his likeness, battled the Fantastic Four, Hamilton killed); INCREDIBLE HULK ANNUAL #6 (created Paragon [Kismet], enlisted Dr. Strange to perform brain surgery on Paragon; battled the Hulk, Dr. Strange, and Paragon); FANTASTIC FOUR #207 (financed Security College, hired the Monocle to acquire industrial, military, and political information from students; Monocle defeated by Human Torch II and Spider-Man and killed by Enclave; learned of the Inhumans, abducted Medusa); FANTASTIC FOUR #240 (with Maximus, attacked Inhumans; betrayed by Maximus, defeated); AVENGERS ANNUAL #12 (with Maximus, launched attack on Earth from Attilan, battled the Avengers and Inhumans); Avengers #262-263 (Morlak and Zota freed from prison by Shinski, all three injured in airplane crash and hospitalized)

ENFORCERS™

DRAGON MAN
EEL
BLITZ
DREADNOUGHT
MADAME MENACE
THERMITE
TANGLE
SUPER-ADAPTOID
PLANTMAN

ENFORCERS

ORGANIZATION

Purpose: Mercenary costumed criminals employed to enforce the will of any criminal leader who hires them, physically overpower opponents into submission, or to kill adversaries
Modus operandi: Hired assassins and extortionists
Extent of operations: Primarily New York City area
Relationship to conventional authorities: Outlaws
Base of operations: The mansion of Mr. Greycrest
Former bases of operations: Unrevealed
Major funding: Supplied by the employer
Known enemies: Spider-Man, Daredevil, Human Torch, the Sons of the Tiger, Sandman, the Blood Rose
Known allies: None

MEMBERSHIP

Number of active members: Five
Number of reserve members: Unrevealed
Organizational structure: Actions directed by employer
Known officers: Madame Menace (no title)
Known current members: Mr. Fear, Controller, the Fixer, Mentallo
Known former members: Fancy Dan Montana, the Ox, "Hammer" Harrison, "Snake" Marston, the Vanisher, Dragon Man, Dreadnought, Super-Adaptoid, Blitz, the Eel, Plantman, Tangle, Thermite
Known special agents: The Foreigner
Membership requirements: Expertise in a unique area of combat or superhuman powers

HISTORY

Founder: Presumably Daniel "Fancy Dan" Brito
Other leaders: The Big man, Green Goblin I, Big Man II and Crime Master II, Lightmaster, and the Kingpin, (employers); Vanisher and Madame Menace (field leaders)
Previous purpose or goals: To aid various employers in the takeover of New York City's criminal gangs
Major campaigns or accomplishments: The union of criminal agents not affiliated with the Maggia under the direction of the Big Man, and later under the direction of the Big Man II and Crime Master II; more recently, the bid to control New York City's underworld by sacrificing the "Outer Circle" of the team to take the fall for recent criminal activities.
Major setbacks: Numerous defeats at the hands of Spider-Man and other costumed adventurers; the death of the original Ox; the significant setback of the "Inner Circle's" schedule to control the New York underworld by Spider-Man's interference.

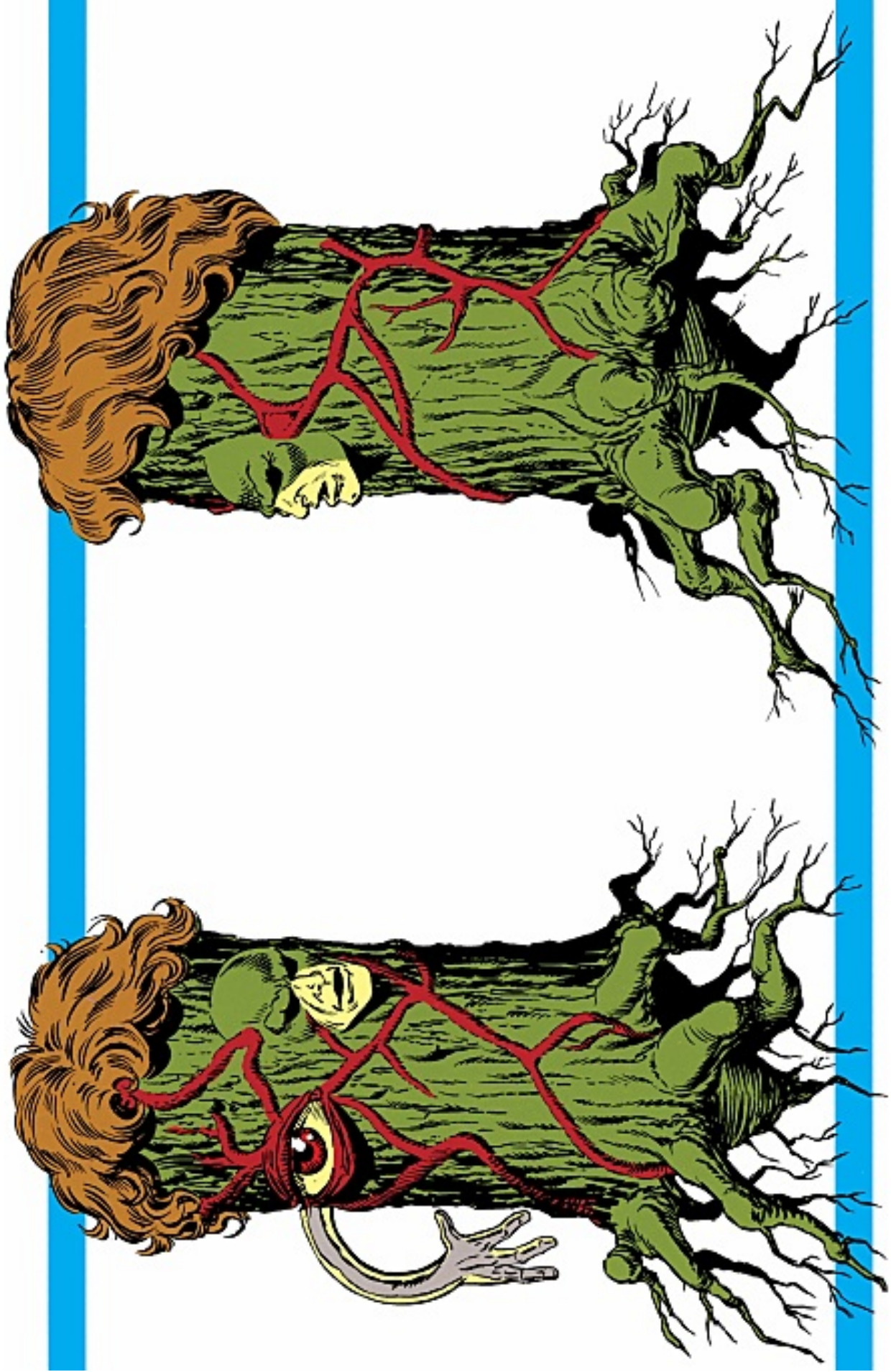
TECHNOLOGY AND PARAPHERNALIA

Level of technology: Advanced weaponry by the androids Dragon Man, Dreadnought, and the Super-Adaptoid; Power-enhancement treatments provided to some members, such as Tangle and Thermite.
Transportation: Various
Standard uniforms: None
Standard weaponry: None
Standard accessories: None

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #10
Origin issue: The Enforcers's origin is as yet unrevealed.
Significant issues: AMAZING SPIDER-MAN #10 (aided the Big Man in his attempt to gain control of New York City's criminal gangs; defeated by Spider-Man); AMAZING SPIDER-MAN #14 (aided the Green Goblin I in his first unsuccessful attempt to eliminate Spider-Man); AMAZING SPIDER-MAN #19 (joined forces with the Sandman to subdue the Human Torch II; defeated by the combined might of Spider-Man and the Human Torch); DAREDEVIL #6 (the Ox joined Mr. Fear's Fellowship of Fear, but was defeated by Daredevil); DAREDEVIL #15 (the Ox broke out of prison along with Dr. Karl Stragg who used his technology to switch bodies with the Ox; Stragg, within the Ox's body, fell to his death while battling Daredevil); DAREDEVIL #86 (while acting as a test subject for radioactive isotopes, the Ox, within Stragg's body; turned into a duplicate of Ox's original form, but he soon succumbed to the radiation's lethal effects and died); MARVEL TEAM-UP #39-40 (Fancy Dan and Montana again joined forces with the Sandman under the employ of the Big Man II and Crime Master II; they were defeated by Spider-Man, the Human Torch II, and the Sons of the Tiger); SPECTACULAR SPIDER-MAN #19 (hired by Lightmaster, who introduced the new Ox to the team; the Enforcers were once again defeated by Spider-Man); MARVEL TEAM-UP #138 (Hammer Harrison and Snake Marston joined Enforcers under the employ of the Kingpin, but they were defeated by Spider-Man and the reformed Sandman); WEB OF SPIDER-MAN #99-100 (Blitz, the Eel, Vanisher, Dragon Man, Dreadnought, Super-Adaptoid, Plantman, Thermite, and Tangle attacked Spider-Man as the "Outer Circle" of the new Enforcers; although they were defeated by Spider-Man, the "Inner Circle," composed of Madame Menace, the Controller, the Fixer, Mentallo, and Mr. Fear, continued its plans to take over New York City's underworld)

EON™



EON

BIOGRAPHICAL DATA

Real name: Eon
Other aliases at time of death: He Who Waits
Former aliases: None
Dual identity: None
Occupation at time of death: Embodiment of time, appointer of the Protector of the Universe
Former occupation: None
Citizenship: Inapplicable; Eon was a universe unto itself
Legal status: Inapplicable
Place of birth: Unrevealed
Place of death: The Eonverse
Cause of death: Brain damage inflicted by Quasar
Marital status: Inapplicable
Known relatives: Epoch (offspring), Eternity (alleged parent)
Known confidants: Quasar, other Protectors of the Universe (Captain Mar-Vell, Ree, Trantra, Stygian Starbender)
Known allies: Kronos, Moondragon
Major enemies: Maelstrom, Thanos
Base of operations at time of death: The Eonverse nexus point within the offices of Vaughn Security Systems, Four Freedoms Plaza, New York City
Former bases of operations: The Eonverse with at least seventeen known nexus points into our universe
Group membership at time of death: None
Former group membership: None
Extent of education: Cosmic awareness

PHYSICAL DESCRIPTION

Height: 6 million miles
Weight: Unrevealed
Eyes: Brown
Hair: Green-brown
Other distinguishing features: Eon is a small universe-sized organism capable of extending pseudopods of his substance into Earth's dimension. One such pseudopod was once believed to be Eon in its entirety.

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Inapplicable
Speed: Inapplicable
Stamina: Inapplicable
Durability: Metahuman
Agility: Inapplicable
Reflexes: Inapplicable
Fighting skills: Inapplicable
Special skills and abilities: None
Superhuman physical powers: Eon was able to grow and animate pseudopods at will. It could also generate arms out of an unidentified form of energy and reanimate dead bodies. Eon very probably had other physical powers than he was observed using. It sustained itself by living off the radiation left over from the Big Bang.
Superhuman mental powers: Eon had a vast intellect capable of gleaning any and all information in the entire universe given sufficient time. How long this took de-

pended on the nature of the information.
Special limitations: Eon's brain possessed a vulnerable spot.
Source of superhuman powers: Inapplicable

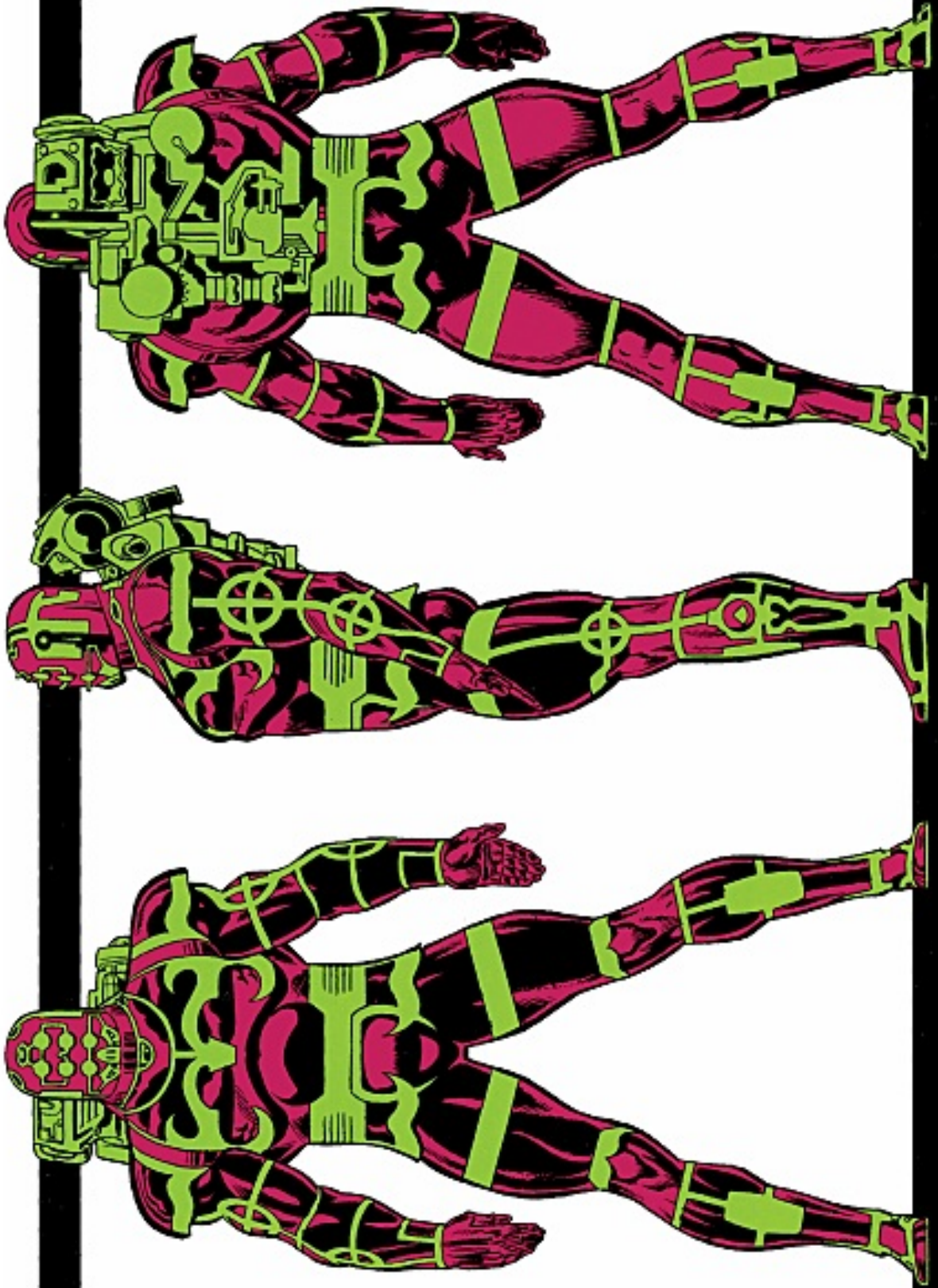
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: CAPTAIN MARVEL #29
Origin issue: Eon's origin is as yet unrevealed.
Significant issues: CAPTAIN MARVEL #29 (appointed Mar-Vell Protector of the Universe, gave him account of Titan and Thanos); MARVEL SPOTLIGHT #3 (appeared to Mar-Vell to warn him of an alien threat to Earth); QUASAR #2 (appointed Quasar Protector of the Universe, sent pseudopod to Earth with Quasar); QUASAR #4 (doorway to Eon's pocket dimension made in Quasar's business office); QUASAR #5 (befriended Quasar's father Gilbert Vaughn); QUASAR #12 (discovered Gilbert Vaughn's death, determined to keep knowledge of it from Quasar); QUASAR #15-16 (visited by Moondragon); QUASAR #17-20 (reanimated Gilbert Vaughn; had falling out with Quasar when he discovered the deception regarding his father's death); QUASAR #23 (attacked by Maelstrom, bade Quasar to kill him so Maelstrom would not wrest the secret of cosmic awareness from him, killed when Quasar blasted a hole in the most vital part of its brain); QUASAR #26-27 (funeral for Eon held by the Mourners, service interrupted by Thanos who used the Infinity Gauntlet to turn Eon's body inside out and squeezed it through all of its portals into this universe, still animated body opposed by various Earth heroes, offspring Epoch delivered from its dying womb by Quasar)

ESON THE SEARCHER™



ESON THE SEARCHER

BIOGRAPHICAL DATA

Real name: Eson
Other current aliases: The Searcher
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of Eson's existence
Current occupation: Seeker, quester
Former occupation: Unrevealed
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: Unrevealed
Marital status: Unrevealed, possibly inapplicable
Known relatives: Unrevealed, possibly inapplicable
Known confidants: Unrevealed, possibly inapplicable
Major enemies: Unknown
Usual base of operations: Unknown, Celestials have moved throughout known space
Former bases of operations: Unknown
Current group membership: The Celestials
Former group membership: The First, Second, Third and Fourth Celestial Hosts
Extent of education: Unknown, perhaps inapplicable

PHYSICAL DESCRIPTION

Height: 2000' (approximately)
Weight: Unrevealed
Eyes: Unrevealed, perhaps inapplicable
Hair: Unrevealed, perhaps inapplicable
Other distinguishing features: Despite its immense size, Eson apparently has the bodily proportions of a humanoid being evolved in Earth's atmosphere and gravity.

POWERS AND ABILITIES

Intelligence: Unrevealed, possibly immeasurable
Strength: Unrevealed, possibly immeasurable
Speed: Normal
Stamina: Unrevealed, possibly immeasurable
Durability: Unrevealed, possibly totally indestructible
Agility: Normal, possibly below normal
Reflexes: Normal, possibly below normal
Fighting skills: Unrevealed, if any
Special skills and abilities: Eson has a "universal eye" in the palm of his left hand through which he can see.
Superhuman physical powers: Celestials are total enigmas, whose physical powers may be equal or superior to the most powerful physical beings in the known universe.
Superhuman mental powers: Unknown, probably telepathy and other psionic powers
Special limitations: Unknown, but the Celestials do not appear to have the capacity to time or dimension travel
Source of superhuman powers:

Unknown

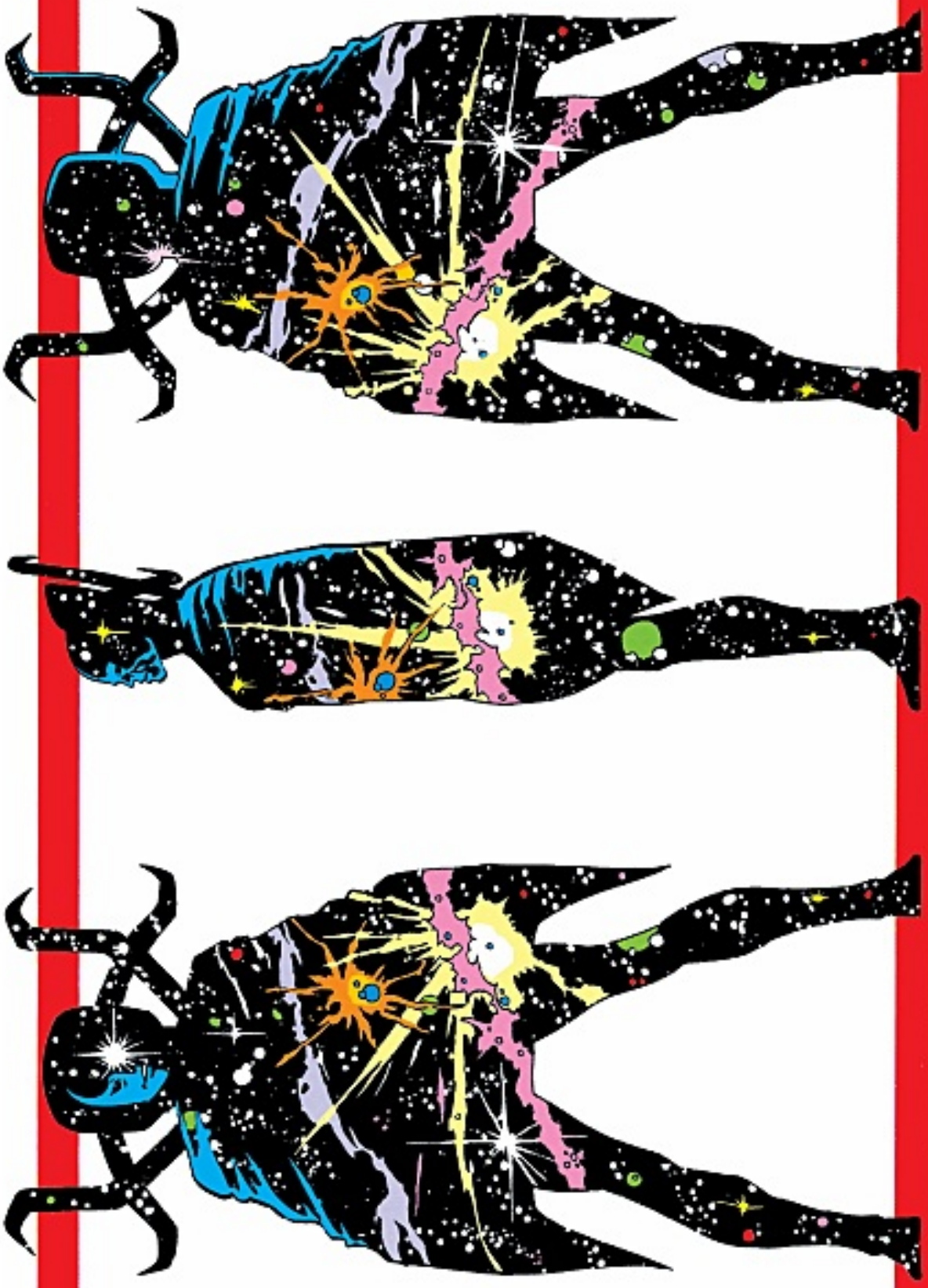
PARAPHERNALIA

Costume specifications: Unknown, possibly armament or tissue composed of unrevealed alien metal
Personal weaponry: Unrevealed
Special weaponry: Unrevealed
Other accessories: Unrevealed
Transportation: All Celestials can levitate. The Fourth Celestial Host travels through space by means of an immense mothership almost as large as Earth's moon. It is unknown if Celestials can convert themselves to energy for teleportation like the Watchers can.
Design and manufacture of paraphernalia: Unknown

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #9
Origin issue: Eson's origin is as yet unrevealed.
Significant issues: ETERNALS Vol. 1 #9 (as part of Fourth Celestial Host, observed Miami, Florida and undersea Deviant Lemuria; attacked by Deviants, absorbed all energy from Lemuria); ETERNALS Vol. 1 #10 (destroyed Lemuria while probing it with his hand, caused Lemurians to flee or drown); THOR #300 (stood assembled with nine of the other members of the Fourth Host in Peru, participated in repulsion of attack by the Destroyer, the Uni-Mind, and Thor, left Earth); WHAT IF Vol.1 #23 (among First Celestial Host that visited Earth)

ETERNITY™



ETERNITY

BIOGRAPHICAL DATA

Real name: Inapplicable
Other current aliases: Adam Qadmon
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of Eternity's existence
Current occupation: Abstract entity, personification of sum total of all that exists along the temporal axis
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: None
Place of birth: Inapplicable
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: None
Major allies: Infinity, Dr. Strange
Major enemies: Death, Oblivion, Dormammu, Nightmare
Usual base of operations: Inapplicable
Former bases of operations: Inapplicable
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: Incalculable
Weight: Incalculable
Eyes: Black with stars
Hair: None
Other distinguishing features: An abstract entity, Eternity has no physical body per se; this description is for the distinctive manifestation which has been perceived by certain humanoids

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Flight speed: Warp speed
Stamina: Immeasurable
Durability: Totally indestructible
Agility: Immeasurable
Reflexes: Immeasurable
Fighting skills: Inapplicable

Special skills and abilities: Inapplicable
Superhuman physical powers: Unlimited ability to manipulate time, space, matter, energy, magic for virtually any purpose
Superhuman mental powers: See above
Special limitations: None
Source of superhuman powers: Eternity is the supreme Time Being of the universe. Infinity is the supreme Space Being of the universe. Together they comprise the space-time continuum within which the universe and all things in it exist.

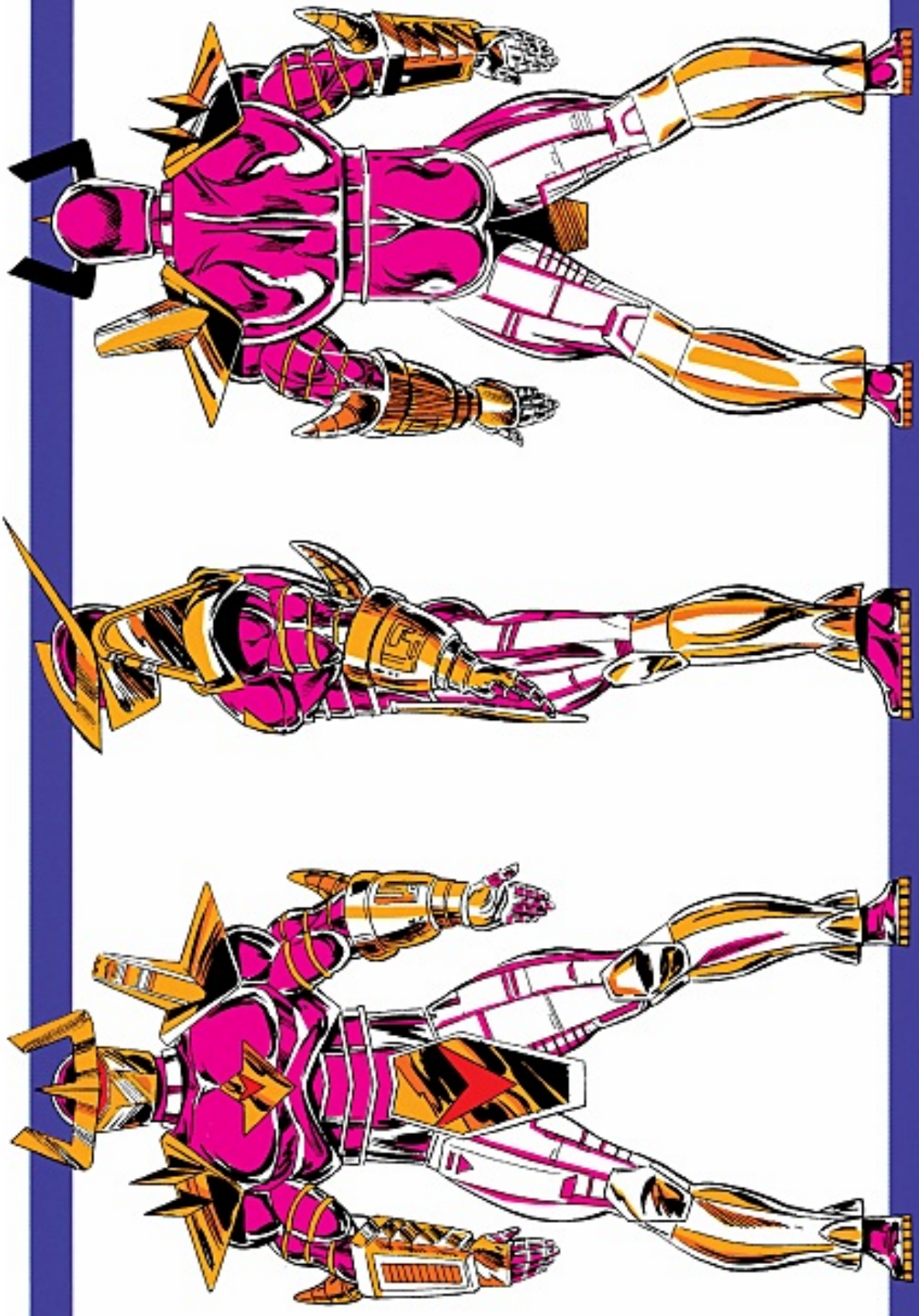
PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: Inapplicable
Special weaponry: Inapplicable
Other accessories: Inapplicable
Transportation: Eternity exists everywhere in the universe simultaneously, and therefore has no need for transportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: STRANGE TALES #138
Origin issue: The details of Eternity's creation are unrevealed.
Significant issues: STRANGE TALES #138 (first discovered by Doctor Strange); STRANGE TALES #146 (battled Dormammu); DOCTOR STRANGE Vol. 1 #180 (imprisoned by Nightmare in chains of cosmic force); DOCTOR STRANGE Vol. 1 #182 (freed by Doctor Strange, Nightmare, and Juggernaut, provided Strange with temporary new identity); DOCTOR STRANGE Vol. 2 #10-12 (deranged by Nightmare while "asleep," vied with Dr. Strange, destroyed the Earth); DOCTOR STRANGE Vol. 2 #13 (vied with Ancient One, coerced into recreating Earth); FANTASTIC FOUR #262 (witness at trial of Reed Richards by Shi'ar Empire); QUASAR #25 (relationship to Infinity revealed)

EVILHAWK™



EVILHAWK

BIOGRAPHICAL DATA

Real name: Dargin Bokk
Other current aliases: None
Former aliases : None
Dual identity: None; the general populace of earth is unaware of Evilhawk's existence
Current occupation: Intergalactic crime-lord
Former occupations: Unrevealed
Citizenship: Planet Luq (location unrevealed)
Legal status: No criminal record on Earth
Place of birth: Planet Luq
Marital status: Unrevealed
Known relatives: Dargin Ryne (brother)
Known confidants: None
Known allies: Dargin Ryne
Major enemies: Darkhawk, Ocsh, Code: Blue, St. Johnny (John Trane/Mondu), Ned Dobbs/Byron, Graczia, Kig, (former) Mandeja (deceased)
Usual base of operations: Mobile
Former bases of operations: Planet Luq
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11", (as Evilhawk) 6' 3"
Weight: 195 lbs., (as Evilhawk) 235 lbs.
Eyes: Red
Hair: Black
Other distinguishing features: As Bokk, Green scaly skin, reptilian features, clawed hands and feet; as Evilhawk, unrevealed

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal, (as Evilhawk) Enhanced human
Speed: Normal, (as Evilhawk) Athlete
Flight Speed: Natural winged flight
Stamina: Normal, (as Evilhawk) Peak human
Durability: Normal, (as Evilhawk) Metahuman regenerative
Agility: Normal, (as Evilhawk) Enhanced human
Reflexes: Normal, (as Evilhawk) Enhanced human
Fighting skills: Basic hand-to-hand combat skills known on the planet Luq
Special skills: Skilled planner and organizer
Superhuman physical powers: Aside from the above listed attributes, Evilhawk has the ability to project concussive Darkforce blasts and defensive force shields from his body using his amulet as a focal point; telescopic and infra-red vision, and possibly other powers as yet unrevealed, plus (theoretically) the ability to heal from almost any wound by reverting to his original form.
Superhuman mental powers: None known
Special limitations: Evilhawk was originally unable to use his healing power because his original body had been

destroyed; his Evilhawk android body has now also been destroyed and he exists only as a disembodied consciousness.
Source of superhuman powers: Amulet and android body created by extraterrestrial scientists

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: Claw-cable on right hand which can be propelled as a grappling hook
Special weaponry: None
Other accessories: None
Transportation: Retractable glider wings enabling him to fly
Design and manufacture of paraphernalia: Mondu, Mandeja, Byron, Graczia, Kig, and Ocsh

BIBLIOGRAPHY

First appearance: DARKHAWK #20
Origin issue: DARKHAWK #25
Significant issues: DARKHAWK #20 (began traveling to Earth); DARKHAWK #23 (arrived on Earth, confronted Darkhawk); DARKHAWK #24-25 (battled Darkhawk, trapped Chris Powell on his ship, battled St. Johnny and the Powell family, body destroyed by Darkhawk); DARKHAWK ANNUAL #2 (battled Ocsh on the psychic plane, failed to create an android body for himself)

EXECUTIONER

EXECUTIONER

BIOGRAPHICAL DATA

Real name: Skurge
Aliases at time of death: None
Former aliases: Hans Grubervelt, the Evil One
Dual identity: None
Occupation at time of death: Warrior
Former occupation: Warrior
Citizenship: Former citizen of Jotunheim, citizen of Asgard
Legal status: Former exile of Asgard, now deceased (resident of Valhalla)
Place of birth: Jotunheim
Place of death: Hel
Cause of death: Killed by Hela's forces while defending escape of Thor, Balder, and the Einherjar from Hel
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Amora the Enchantress, Masters of Evil I, Loki, Mandarin, Queen Casiolena, the Einherjar
Major enemies: Thor, Avengers, Hulk, Defenders, Valkyrie, Thing, Hela
Base of operations at time of death: Asgard
Former bases of operations: South American jungle headquarters of Baron Zemo I, alternate future of the 25th century Earth, extradimensional realm of Queen Casiolena
Group membership at time of death: None
Former group membership: Masters of Evil I
Group membership after death: Einherjar (warriors of Valhalla), Legion of the Unliving II
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7' 2"
Weight: 1100 lbs.
Eyes: Blue
Hair: Black, partially bald
Other distinguishing features: Moustache and beard

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 75
Speed: Superhuman
Stamina: Metahuman
Durability: Metahuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Proficiency at hand to hand combat, mastery of most Asgardian weapons
Special skills and abilities: Superhuman visual acuity
Superhuman physical powers: Strength, stamina, durability, longevity, immunity to terrestrial diseases
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Asgardian hybrid physiology (son of a Frost Giant father and Skornheimian mother)

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: Double-bladed enchanted axe able to create dimensional rifts
Special weaponry: None
Other accessories: Enchanted impregnable horned helmet (completely covering head)
Transportation: Dimensional transport via his enchanted axe
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #103
Origin issue: Executioner's origin is as yet unrevealed.
Significant issues: JOURNEY INTO MYSTERY#103 (smitten with Enchantress, teamed with her to battle Thor at behest of Loki); AVENGERS #7 (exiled to Earth with Enchantress by Odin; joined Baron Zemo's Masters Of Evil against the Avengers); JOURNEY INTO MYSTERY #116-117 (menaced Jane Foster, fought Balder a's ally of Loki); FANTASTIC FOUR ANNUAL #3 (among villains assembled by Doom to destroy Fantastic Four); TALES TO ASTONISH #76-77 (attempted to establish empire by conquest of alternate future 25th Century Earth, battled Hulk); AVENGERS ANNUAL #1 (reunited with Enchantress, joined Mandarin's attempted world conquest, fought Hercules); HULK #102 (led Troll invasion of Asgard); AVENGERS #83 (exiled by Odin to realm of Casiolena, abandoned Enchantress to become Casiolena's co-ruler); DEFENDERS #4 (led Casiolena's forces against the Defenders, resumed alliance with Enchantress); MARVEL TWO-IN-ONE/DEFENDERS #20 (battled Defenders and Thing as Enchantress's ally); THOR #258-261 (led assault on Asgard, fought Balder); THOR #263-264 (with Enchantress, served as Loki's lieutenant during his brief rule of Asgard); THOR #350 (with Enchantress, joined forces of Asgard against legions of Surtur); THOR #360 (abandoned by Enchantress in favor of Heimdall, joined Thor's mission to rescue mortal souls trapped in Hel); THOR #362 (sacrificed his axe to destroy Hela's giant battleship Naglfar, died guarding escape of Thor's forces from Hel); AVENGERS ANNUAL #16 (summoned from Valhalla by Grandmaster as member of his Legion of the Unliving, battled Thor); NEW MUTANTS #85 (led escape of the Einherjar from Hela's prison, joined assault on Hela's forces by Agardians and New Mutants)

FALCON™

FALCON

BIOGRAPHICAL DATA

Real name: Samuel "Sam" Wilson
Other current aliases: None
Former aliases: "Snap" Wilson
Dual identity: Publicly known
Current occupation: Adventurer, crime-fighter, social worker, politician
Former occupation: Professional criminal
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: New York City
Marital status: Single
Known relatives: Paul Wilson (father, deceased), Darlene Wilson (mother, deceased), Sarah Wilson Casper (sister), Jody Casper (nephew), Jim Wilson (nephew)
Known confidants: Leila Taylor, Captain America, Sarah Casper, Jim Wilson, Carol Davis
Known allies: Redwing, Captain America, Black Panther, Avengers, Nomad III, Demolition-Man, Vagabond, Nick Fury
Major enemies: Red Skull, Morgan, Exiles, Electro, Stone-Face, Doctor Faustus, Doctor Nightshade, Yellow Claw, Arnim Zola, Flag-Smasher, Viper II, ULTIMATUM, (former) Captain America IV (deceased), Bucky III (Nomad III), Viper I (deceased), Lucifer (reported deceased), Serpent Squad I (defunct), Royalists (apparently disbanded)
Usual base of operations: Harlem, New York City
Former bases of operations: Unnamed Caribbean island run by the Exiles
Current group membership: Avengers (reserve, East Coast)
Former group membership: Partnered with Captain America
Extent of education: High school dropout, later extensively self-educated

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 240 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Natural winged flight
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Peak human
Fighting skills: Excellent hand-to-hand combatant, trained by Captain America
Special skills and abilities: Excellent trainer of wild birds, highly trained in gymnastics by Captain America
Superhuman physical powers: None
Superhuman mental powers: Telepathic/empathic link with his trained falcon Redwing
Special limitations: None

Source of superhuman powers: Cosmic Cube

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric lined with a steel alloy mesh which comes equipped with detachable jet-powered glider wings made of lightweight titanium ribbing and mylar. The wings are covered with wafer-thin solar power receptors which convert sunlight into electricity that powers miniature high-speed electric turbine fans in his costume and boots. The entire system is controlled mentally through cybernetic circuitry in Falcon's mask. The maximum speed and altitude at which the Falcon can fly using this apparatus and still breathe is about 140 mph and 24,000 feet. The wings can be detached and reattached to his costume cybernetically.

Personal weaponry: Costume comes equipped with a hidden "talon," a cybernetically controlled grappling line built into the gauntlets of his costume which he uses to entangle opponents, hook objects, or for swinging and climbing when his wings are detached

Special weaponry: None

Other accessories: Costume's visors come equipped with various capabilities, including infrared lenses, giving him the ability to see objects by their infrared signature at night, magnification capabilities, and remote imaging sensors that allow a full 360 degree of vision when activated. The cowl also has a wide band receiver and transmitter with an unspecified range. Possesses Redwing, a highly trained hunting falcon who responds to his verbal and mental commands and joins him in battle against his adversaries.

Transportation: Flight via jet wings

Design and manufacture of paraphernalia: (flight technology) Wakandan scientists, (costume modifications) Desmond Burrell

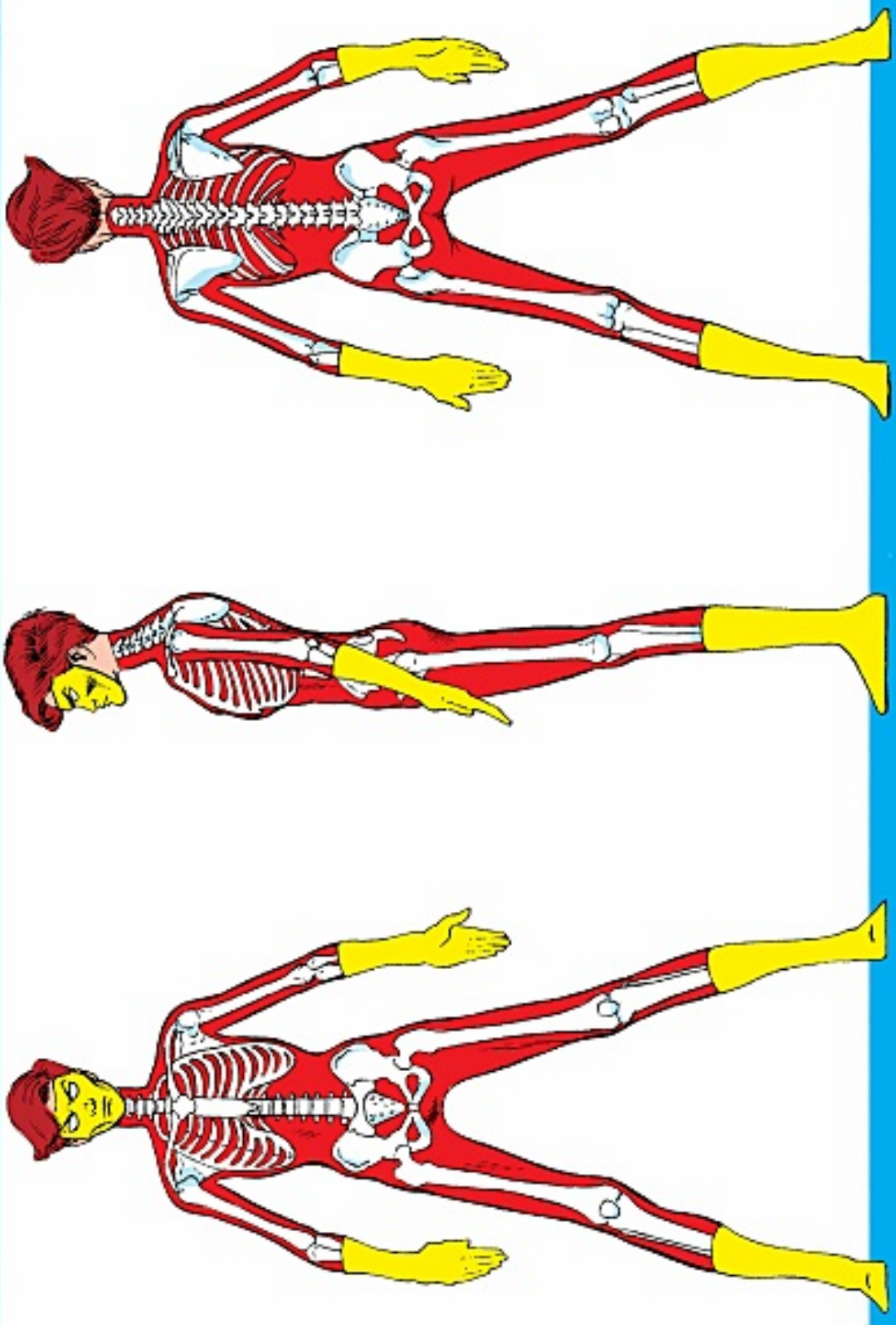
BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #117

Origin issue: CAPTAIN AMERICA #117, 186

Significant issues: CAPTAIN AMERICA #117-118 (met Captain America, given combat training by him, took on Falcon identity, helped Captain America defeat Exiles); CAPTAIN AMERICA #119 (first clash with Red Skull); CAPTAIN AMERICA #133 (became Captain America's official partner); CAPTAIN AMERICA AND THE FALCON #170 (received new costume and glider wings from Black Panther); CAPTAIN AMERICA AND THE FALCON #186 (learned he was criminal "Snap" Wilson before Red Skull mentally manipulated him); CAPTAIN AMERICA AND THE FALCON #218 (ended partnership with Captain America); CAPTAIN AMERICA ANNUAL #11 (fought Taskmaster in new costume)

FAMINE™



FAMINE

BIOGRAPHICAL DATA

Real name: Autumn Rolfson
Other current aliases: None known
Former aliases: None
Dual identity: Secret
Current occupation: Warrior, terrorist
Former occupation: Student
Citizenship: United States
Legal status: No known criminal record, still a minor
Place of birth: Unrevealed
Marital status: Single
Known relatives: Unnamed parents
Known confidants: None
Known allies: Mister Sinister, War II, Caliban (Death IV), (former) Apocalypse, Pestilence I (deceased), Death III (Archangel)
Major enemies: X-Men, Captain America, Demolition-Man, Falcon, Nomad, Quicksilver, (former) X-Factor I
Usual base of operations: Mister Sinister's warehouse complex off Chesapeake Bay
Former bases of operations: The alien starship formerly controlled by Apocalypse (created by the Celestials and taken over by X-Factor I and called "Ship", now belonging to Cable, now known as "Professor")
Current group membership: Apocalypse's Horsemen
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 5' 2"
Weight: 65 lbs.
Eyes: Blue
Hair: Brown
Other distinguishing features: Due to anorexia, Famine is usually thin, with a skeletal build, parchment-like skin, and atrophied muscles, and appears to be quite aged despite her actual chronological youth

POWERS AND ABILITIES

Intelligence: Normal
Strength: Below normal
Speed: Below normal
Stamina: Below normal
Durability: Below normal
Agility: Below normal
Reflexes: Below normal
Fighting skills: Poor hand-to-hand combatant
Special skills and abilities: None
Superhuman physical powers: Ability to cause organic matter to turn to dust at will. Ability to induce extreme hunger in human beings and animals.
Superhuman mental powers: None
Special limitations: Famine suffers from anorexia. Her powers are ineffective against Colossus in his armored form; when she once turned them against him, her powers instead temporarily transformed her into a living skeleton

Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Unknown fabrics created by the alien ship, "Professor", formerly controlled by Apocalypse
Personal weaponry: None
Special weaponry: None
Other accessories: None known
Transportation: Robot mount that resembles a demonic quadruped beast and that can travel on land or fly through the air; teleportation via Apocalypse's advanced technology
Design and manufacture of paraphernalia: Apocalypse and the sentient ship, "Professor"

BIBLIOGRAPHY

First appearance: (as Rolfson) X-FACTOR #12, (as Famine) X-FACTOR #15
Origin issue: X-FACTOR #12
Significant issues: X-FACTOR #12 (enlisted by Apocalypse); X-FACTOR #15 (first appeared as Famine); X-FACTOR #19 (with War II and Pestilence, first battled X-Factor I), X-FACTOR #23-27 (sent with other Horsemen by Apocalypse to attack New York City was defeated by X-Factor I, escaped); CAPTAIN AMERICA #339 (began laying waste to Midwestern grain fields; was stopped by Captain America, D-Man, Falcon, and Nomad); UNCANNY X-MEN #294 (with War II, battled Colossus and Iceman while Caliban abducted Cyclops and Jean Grey); X-FACTOR #84 (brought Cyclops and Jean Grey to Mister Sinister); X-FORCE #16 (attacked X-Men, defeated by Quicksilver)
Note: Famine II of Apocalypse's Horsemen is not to be confused with Famine I, a member of the Four Horsemen of the Apocalypse who were members of the alien Axi-Tun race and first appeared in GIANT-SIZE FANTASTIC FOUR #3.

FANDRAL™

FANDRAL THE DASHING

BIOGRAPHICAL DATA

Real name: Fandral
Other current aliases: Fandral the Dashing
Former aliases: None
Dual identity: None; the general populace of Earth is aware of Fandral's existence but does not acknowledge his godhood.
Current occupation: Warrior of Asgard, adventurer
Former occupation: Same
Citizenship: Realm of Asgard
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: Unnamed mother
Known confidants: Hogun, Volstagg, Balder, Thor
Known allies: Odin, Sif, Heimdall
Major enemies: Loki, Fafnir, Surtur, Mangog, Ymir
Usual base of operations: Asgard
Former bases of operations: None
Current group membership: The Warriors Three
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 585 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: Fandral wears a moustache and goatee

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Master swordsman
Special skills and abilities: Unrevealed
Superhuman physical powers: Superhuman strength, speed, agility and durability
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Fandral is a member of the race of superhumans known as Asgardians.

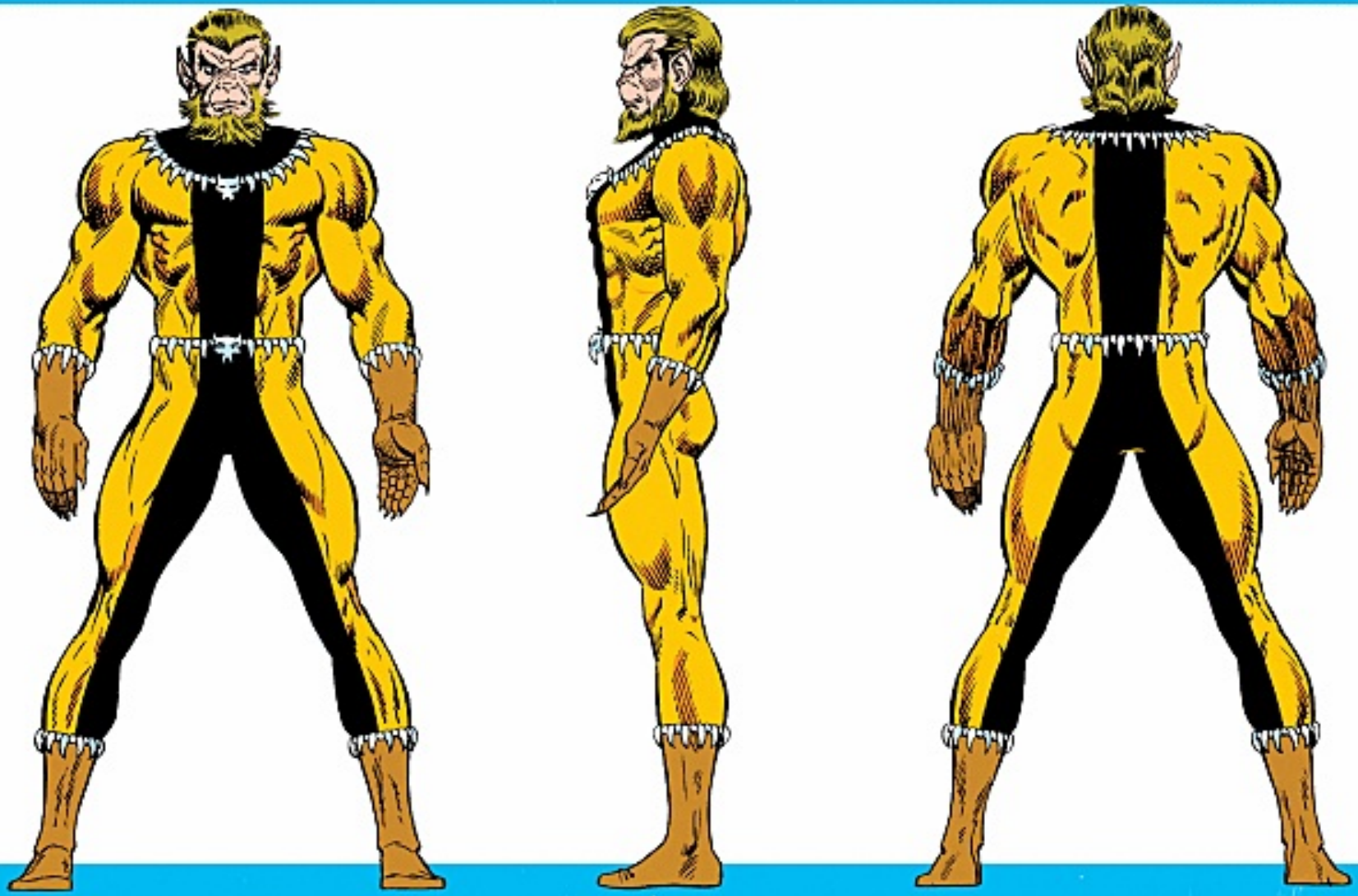
PARAPHERNALIA

Costume specifications: Asgardian fabric
Personal weaponry: Sword
Special weaponry: None
Other accessories: None
Transportation: Firehooves (his horse), Asgardian Starjammer
Design and manufacture of paraphernalia: Forges of Asgard

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #119
Origin issue: Fandral's origin is as yet unrevealed
Significant issues: JOURNEY INTO

MYSTERY #119 (joined quest for the power that had cracked the Oversword of Asgard); JOURNEY INTO MYSTERY #122 (helped quell mutiny led by Loki); JOURNEY INTO MYSTERY #124-125 (helped repel attack of Flying Trolls of Thryheim); THOR #129-131 (helped defeat the forces of Harokin); THOR #134-136 (battled the dragon Fafnir); THOR #137-145 (defeated Mogul of the Mystic Mountain); THOR ANNUAL #2 (helped defend Asgard from the Destroyer); TALES TO ASTONISH #101/INCREDIBLE HULK #102 (encountered the Hulk); THOR #155-157 (helped defend Asgard against Mangog); SILVER SURFER #4 (encountered the Silver Surfer); THOR #169-170 (battled the Thermal Man); THOR #177 (helped defend Asgard against Surtur); THOR #180-181 (helped Thor escape Mephisto); THOR #185 (entranced by Infinity, forced to battle Thor); THOR #186 (battled Balder, Sif, and other Asgardians); THOR #191-192 (battled Loki); THOR #195-198 (sent on quest by Odin, returned to help defend Asgard against Mangog); THOR #202-205 (battled Ego-Prime, exiled to Earth, abducted by Mephisto, freed by Thor); THOR #208 (helped Thor battle Mercurio); THOR #212 (with Thor and company, set out on quest to find missing Odin); THOR #213-216 (battled Sssthgar's slavers, Mercurio, and Xorr); THOR #217 (defeated doppelgangers created by wizard Igron); THOR #242-245 (battled Zarrko the Tomorrow Man); MARVEL SPOTLIGHT Vol. 1 #30 (defeated diamond exchange robbers in New York); THOR #248-250 (helped depose usurpers Mangog and Igron); THOR #255 (set out on quest to find missing Odin); THOR #256-263 (battled Sporr, Grey Gargoyle, and Soul-Survivors); THOR #264 (defeated Executioner and Enchantress); THOR #265-266 (battled Destroyer and Loki); THOR #274-278 (helped defend Asgard against Ragnarok); THOR #287-288 (battled Fafnir); THOR #291 (encountered the Young Gods); DAZZLER #16 (encountered Dazzler, who had been abducted to Asgard); THOR #327 (helped retake Asgard from forces of Tyr); MARVEL FANFARE #13 (rescued Bragi); AVENGERS #249/THOR #350-352 (battled forces of Surtur on Earth); THOR #354 (went to Chicago to settle the affairs of Dr. Don Blake); POWER PACK #15 (encountered Power Pack in New York); NEW MUTANTS SPECIAL EDITION #1 (encountered Sunspot of the New Mutants); THOR #377-378 (overcome by mystery plague); THOR #386 (defeated griffin-like creature); THOR #393 (helped defend Asgard against the forces of Seth); MARVEL FANFARE #36 (went on quest to rescue Mord); THOR #404-406 (went on quest with Thor to seek Ulagg); AVENGERS #310 (helped Avengers battle Blastarr); NEW MUTANTS #84 (rescued from Flying Trolls by New Mutants); THOR #421 (battled Ymir)



FANG™

FANG

BIOGRAPHICAL DATA

Real name: Unrevealed
Aliases at time of death: None
Former aliases: None known
Dual identity: None, the general populace of Earth is unaware of Fang's existence
Occupation at time of death: Renegade Imperial Guardsman "Borderer" serving the Brood, Deathbird, and Lord Samedar
Former occupation: Warrior serving in Royal Elite of Shi'ar Imperial Guard, later in Imperial Guard "Borderers"
Note: A Borderer is a Guardsman stationed on one of the Shi'ar's conquered worlds to help its governor enforce Shi'ar law there.
Citizenship: Shi'ar Empire
Legal status: Outlaw of the Shi'ar Empire
Place of birth: Unrevealed location in the Shi'ar Empire
Place of death: "Broodworld," former homeworld of the Brood
Cause of death: Used as host body for Brood egg, which converted Fang's body into one of the Brood, supplanting his own consciousness.
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Brood, Deathbird, Lord Samedar, Hussar, Neutron, Warstar, (former) Imperial Guard, Emperor D'ken, Princess-Majestrix Lilandra
Major enemies: Wolverine, X-Men, Brood
Base of operations at time of death: "Broodworld"
Former bases of operations: Shi'ar Throneworld
Group membership at time of death: None
Former group membership: Royal Elite, Shi'ar Imperial Guard, later joined Imperial Guard "Borderers" serving Lord Samedar
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 4"
Weight: 185 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Pointed ears

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combatant, trained by Shi'ar Imperial guard
Special skills and abilities: None known
Superhuman physical powers: Aside

from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Shi'ar fabrics
Personal weaponry: None
Special weaponry: None
Other accessories: Imperial Guardsmen wear small anti-gravity devices permitting them to fly.
Transportation: Shi'ar starships, small one-man anti-gravity devices
Design and manufacture of paraphernalia: Shi'ar scientists and technicians

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #107
Origin issue: Fang's origin is as yet unrevealed.
Significant issues: X-MEN Vol. 1 #107 (joined other Imperial Guardsmen in battle against the X-Men on behalf of Emperor D'Ken on nameless Shi'ar Empire planet; attacked, defeated, and stripped of costume by Wolverine); UNCANNY X-MEN #157 (revealed as traitor serving Deathbird and Lord Samedar, joined fellow renegade Guardsmen in battling loyal Guardsmen, fought Nightcrawler); UNCANNY X-MEN #162 (body consumed and transformed by Brood embryo implanted inside him, resulting Brood alien later fought Wolverine, possibly killed by him)

FANTASTIC FOUR®

ART: PAUL RYAN/JOE RUBINSTEIN

FANTASTIC FOUR

ORGANIZATION

Purpose: To preserve the security of the planet Earth against superhuman threats of both earthly and alien origin; to explore the unknown

Modus operandi: Team responds to crisis alerts from New York headquarters

Extent of operations: Worldwide and interplanetary, when necessary

Relationship to conventional authorities: Cooperative relationships with New York City p[olice United States government, United Nations

Base of operations: Four Freedoms Plaza, New York City

Former bases of operations: Baxter Building, New York City

Major funding: Fantastic Four Inc., a privately-held corporation funded on the proceeds from scientific patents held by Dr. Reed Richards

Known enemies: Doctor Doom, Mole Man, the Skrulls, Puppet Master, Red Ghost, Mad Thinker, Diablo, the Frightful Four, Galactus, Blastaar, the Kree, Psycho-Man, Annihilus, Salem's Seven, et al.

Known allies: Alicia Masters, Wyatt Wingfoot, Agatha Harkness, Uatu the Watcher, the Avengers, Spider-Man, Daredevil, Nick Fury, Namor the Sub-Mariner, the Inhumans, Silver Surfer, Black Panther, Dr. Strange, Power Pack, Nova II

MEMBERSHIP

Number of active members: 4

Number of reserve members: 0

Organizational structure: Team composed of a leader, usually Mr. Fantastic, and three other members, usually the other three charter members. Other superhuman heroes have substituted for the charter members in the past when they were unavailable.

Known officers: Mr. Fantastic (team leader)

Known current members: Invisible Woman, Thing, Human Torch II (charter members)

Known former members: Crystal, Medusa, Power Man II, Thundra, She-Hulk, Ms. Marvel II

Known special agents: None

Membership requirements: Must be an adult possessing superhuman powers approved for membership by the current team leader

HISTORY

Founder: Reed Richards (Mister Fantastic)

Other leaders: Sue Storm-Richards (Invsible Woman, during temporary absence of Mr. Fantastic), Benjamin Grimm (Thing; during prolonged leave-of-absence of Mr. Fantastic and Invisible Woman)

Previous purpose or goals: None

Major campaigns or accomplishments: Saved Earth from invasions by Mole Man's subterraneans, Skrull, Kree, and destruction by Galactus on numerous

occasions; captured numerous superhuman criminals and criminal masterminds; foiled world takeover bids by various powers, notably Doctor Doom, discovered various unknown civilizations, including Attilan

Major setbacks: Failure to restore Ben Grimm permanently to human form or to enable him to change from Thing to human form at will; death of Dr. Franklin Storm at the hands of Skrulls; mind of Franklin Richards temporarily shut down to prevent his uncontrolled powers from wreaking havoc; team temporarily disbanded on two occasions; death of Reed and Sue Richards unborn second child; Baxter Building destroyed by Kristoff

TECHNOLOGY AND PARAPHERNALIA

Level of technology: Highly advanced, mostly invented by Reed Richards; access to the most advanced technology on Earth; captured devices of various antagonists, including Doctor Doom; some captured extraterrestrial technology of former foes, including Skrulls and Kree

Transportation: Various, including Fantasti-car, Pogo-plane, Jet-cycle, captured Skrull "saucer", various space-ships

Standard uniforms: Blue synthetic stretch fabric jump-suits, composed of unstable molecules

Standard weaponry: None

Standard accessories: FF flare signal pistol, belt control allowing elevator access to FF headquarters

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #1

Origin issue: FANTASTIC FOUR #1

Significant issues: FANTASTIC FOUR #1 (origin recounted; team attempted unsuccessful rocket flight, bombarded by cosmic rays, gained superhuman powers; first battled the Mole Man); FANTASTIC FOUR #2 (first battled Skrulls); FANTASTIC FOUR #4 (first encountered Namor the Sub-Mariner); FANTASTIC FOUR #5 (first battled Doctor Doom); FANTASTIC FOUR #8 (first met Alicia Masters, first battled Puppet Master); FANTASTIC FOUR #11 (first encoutered Impossible Man); FANTASTIC FOUR #12 (first encountered the Hulk); FANTASTIC FOUR #13 (first encountered the Watcher, battled the Red Ghost and his Super-Apes in the Blue Area of the Moon); FANTASTIC FOUR #15 (first battled Mad Thinker); FANTASTIC FOUR #18 (first battled Super-Skrull); FANTASTIC FOUR #19 (first battled Rama-Tut, alias Kang); FANTASTIC FOUR ANNUAL #1 (defeated Atlantean invasion of New York); FANTASTIC FOUR #20 (first battled Molecule Man); FANTASTIC FOUR #26 (first encountered the original Avengers); FANTASTIC FOUR #28 (first encountered the original X-Men); FANTASTIC FOUR #36 (Reed Richards and Sue Storm announced their engagement, first battled Frightful Four); FANTASTIC FOUR ANNUAL #3 (wedding of Reed and Sue Richards); FANTASTIC FOUR #45-47 (first encountered Inhumans)

FANTASTIC FOUR®
REPLACEMENTS

ART: STEVE GEIGER/JOE RUBINSTEIN

FANTASTIC FOUR: MEMBERSHIP

MISTER FANTASTIC

Real name: Reed Richards, Ph. D.
Current status: Active, team leader
Membership record: FANTASTIC FOUR #1-142, 145, 147-179, 181-188, 199-206, 208-257, 261-307, 326 to date; FANTASTIC FOUR ANNUAL #1-6, 11-20, 22-24; FANTASTIC FOUR VS. THE X-MEN #1-4; GIANT-SIZE SUPERSTARS #1; GIANT-SIZE FANTASTIC FOUR #2-4; FANTASTIC FOUR #143-144, 191-193, 195-198 (while team was disbanded)

INVISIBLE WOMAN

Real name: Susan "Sue" Storm-Richards
Current status: Active
Membership record: FANTASTIC FOUR #1-71, 95-130, 159-179, 181-188, 190, 199-206, 208-257, 259-264, 266, 296-326, 351 to date; FANTASTIC FOUR ANNUAL #1-4, 11-20, 22-24; FANTASTIC FOUR VS. THE X-MEN #1-4; FANTASTIC FOUR ANNUAL #5-6 (on maternity leave); FANTASTIC FOUR #86-90, 94, 150 (as an unofficial member); FANTASTIC FOUR #143, 191-198 (while team was disbanded)

THING

Real name: Benjamin Jacob "Ben" Grimm
Current status: Active
Membership record: FANTASTIC FOUR #1-142, 145-179, 181-188, 190, 199-206, 208-257, 259-264, 266, 296-326, 351 to date; FANTASTIC FOUR ANNUAL #1-6, 11-17, 20-22, 24; FANTASTIC FOUR VS. THE X-MEN #1-4; GIANT-SIZE SUPERSTARS #1; GIANT-SIZE FANTASTIC FOUR #2-4 (as a member); FANTASTIC FOUR #327-350; FANTASTIC FOUR ANNUAL #23 (as reserve member Ben Grimm); FANTASTIC FOUR #271 (in flashback only); FANTASTIC FOUR #274, 277 (as a former member); FANTASTIC FOUR #143-144, 191-198 (while team was disbanded)

HUMAN TORCH II

Real name: Jonathan Lowell Spencer "Johnny" Storm
Current status: Active
Membership record: FANTASTIC FOUR #1-142, 145-179, 181-188, 199-205, 207-257, 259-265, 267 to date; FANTASTIC FOUR ANNUAL #1-6, 11-24; FANTASTIC FOUR VS. THE X-MEN #1-4; GIANT-SIZE SUPERSTARS #1; GIANT-SIZE FANTASTIC FOUR #2-4 (as a member); FANTASTIC FOUR #143-144, 191-193, 195-198 (while team was disbanded)

CRYSTAL

Real name: Crystalia Amaquelin Maximoff
Current status: Inactive, former replacement member, member of Inhumans Royal Family
Membership record: FANTASTIC FOUR #81-95, 305-317; FANTASTIC FOUR ANNUAL #21
Note: Crystal replaced the Invisible Girl during Sue's maternity leave following Franklin's birth. At the time she was also the Human Torch's steady girlfriend.

Years later, following her marriage to Quicksilver and her subsequent estrangement from him, she returned to join the Thing's FF team during Reed and Sue's leave of absence.

MEDUSA

Real name: Medusalith Amaquelin Boltagon
Current status: Inactive, former replacement member, member of Inhumans Royal Family
Membership record: FANTASTIC FOUR #132-153, 155-159; GIANT-SIZE SUPER-STARS #1; GIANT-SIZE FANTASTIC FOUR #21
Note: Medusa replaced the Invisible Girl during Reed and Sue's separation, while serving as the Inhumans ambassador to the outside world. When Reed and Sue's reconciled, Medusa returned to Attilan.

POWER MAN II

Real name: Luke Cage (legally changed; full given name unrevealed)
Current status: Inactive, former replacement member
Membership record: FANTASTIC FOUR #168-169
Note: Power Man II replaced the Thing briefly when he returned to human form, before Reed devised an exoskeleton "Thing-suit" for Ben Grimm to wear, allowing him to resume his membership.

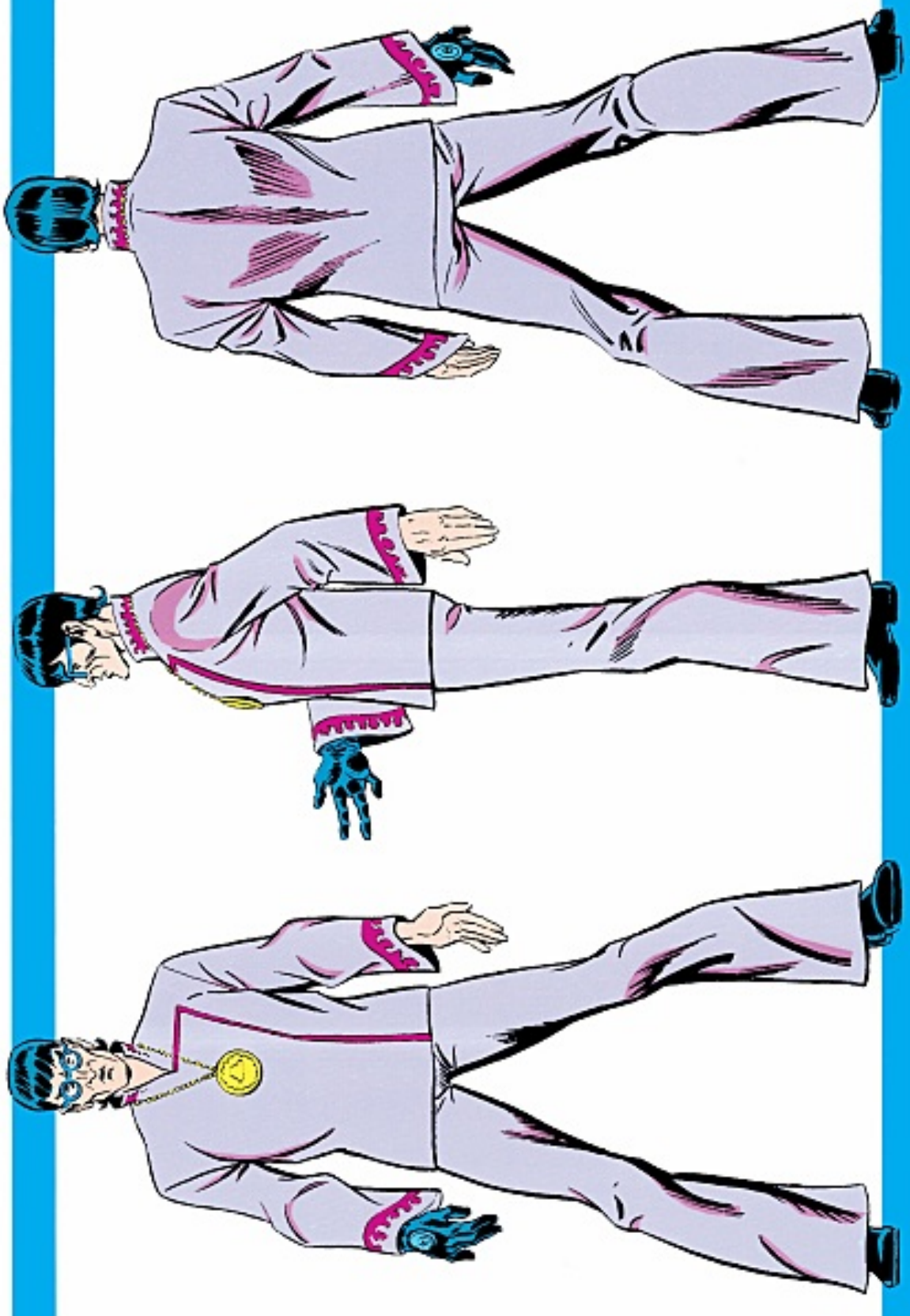
SHE-HULK

Real name: Jennifer Walters
Current status: Inactive, former replacement member
Membership record: FANTASTIC FOUR #265-293, 295-300; FANTASTIC FOUR ANNUAL #18-19; FANTASTIC FOUR VS. THE X-MEN
Note: She-Hulk replaced the Thing at his request, while he remained behind on Battleworld, the planet created by the Beyonder, following the first "Secret War," and afterward, when he temporarily quit the team. When Thing ultimately returned to the FF, She-Hulk resumed her membership in the Avengers.

MS. MARVEL II

Real name: Sharon Ventura
Current status: Inactive, former replacement member
Membership record: FANTASTIC FOUR #306-326; FANTASTIC FOUR ANNUAL #21 (replaced Mr. Fantastic); FANTASTIC FOUR #327-350, 352-354; FANTASTIC FOUR ANNUAL #22-23 (replaced Thing)
Note: Ms. Marvel joined the Thing's FF team during Reed and Sue's leave of absence. When Reed and Sue returned to the roster and the Thing became Ben Grimm again, Sharon remained as Ben's replacement. When Ben became the Thing once more, she left the team.

FEARMASTER™



FEARMASTER

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None known
Dual identity: Secret
Current occupation: Head of the Cyber-Nostra, high-ranking officer of Alchemax Corporation
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: No known criminal record
Place of birth: Unrevealed location, circa 2099
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Cyber-Nostra, the Ninja-Nostra, Police Commissioner Benneli, (former) Multi-Fractor (deceased)
Major enemies: Punisher 2099
Usual base of operations: Alchemax tower, New York City, circa 2099
Former bases of operations: Unrevealed
Current group membership: The Cyber-Nostra, Alchemax
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 200 lbs.
Eyes: Unrevealed
Hair: Black
Other distinguishing features: Grossly misshapen right hand with four digits including two opposable thumbs

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Unrevealed
Special skills and abilities: Master planner and organizer, talented strategist and tactician
Superhuman physical powers: Ability to alter elemental compositions by touch with his right hand, e.g. turning human flesh to gold, silver, calcium, etc.
Superhuman mental powers: None
Special limitations: Mentally unbalanced
Source of superhuman powers: Hand allegedly altered using nanotechnology (molecular engineering) by unknown aliens

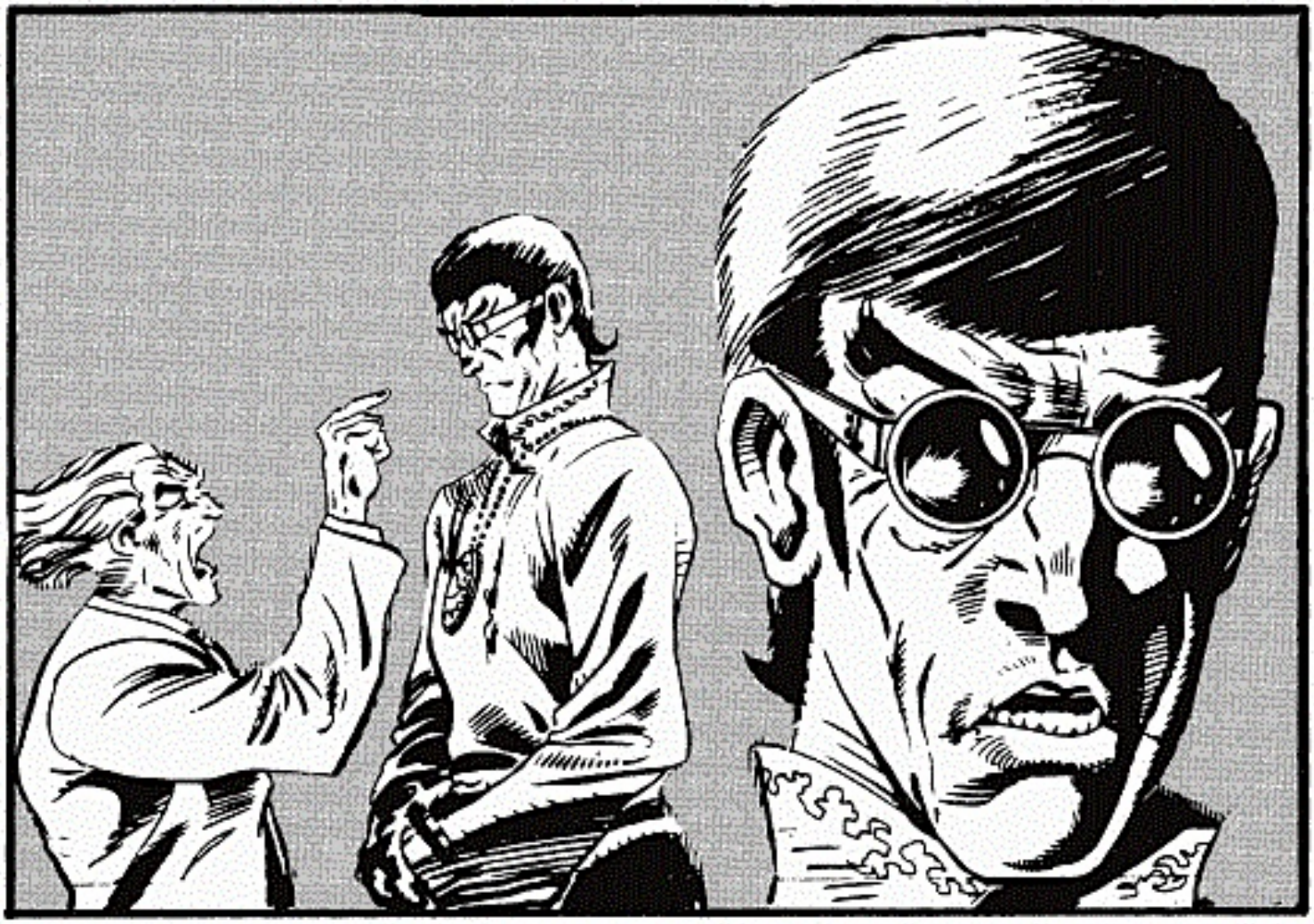
PARAPHERNALIA

Costume specifications: Unrevealed 21st Century fabrics, plus a special glove worn on his right hand made of unknown materials immune to his superhuman power
Personal weaponry: None
Special weaponry: None
Other accessories: Various, as needed
Transportation: Vehicles owned by

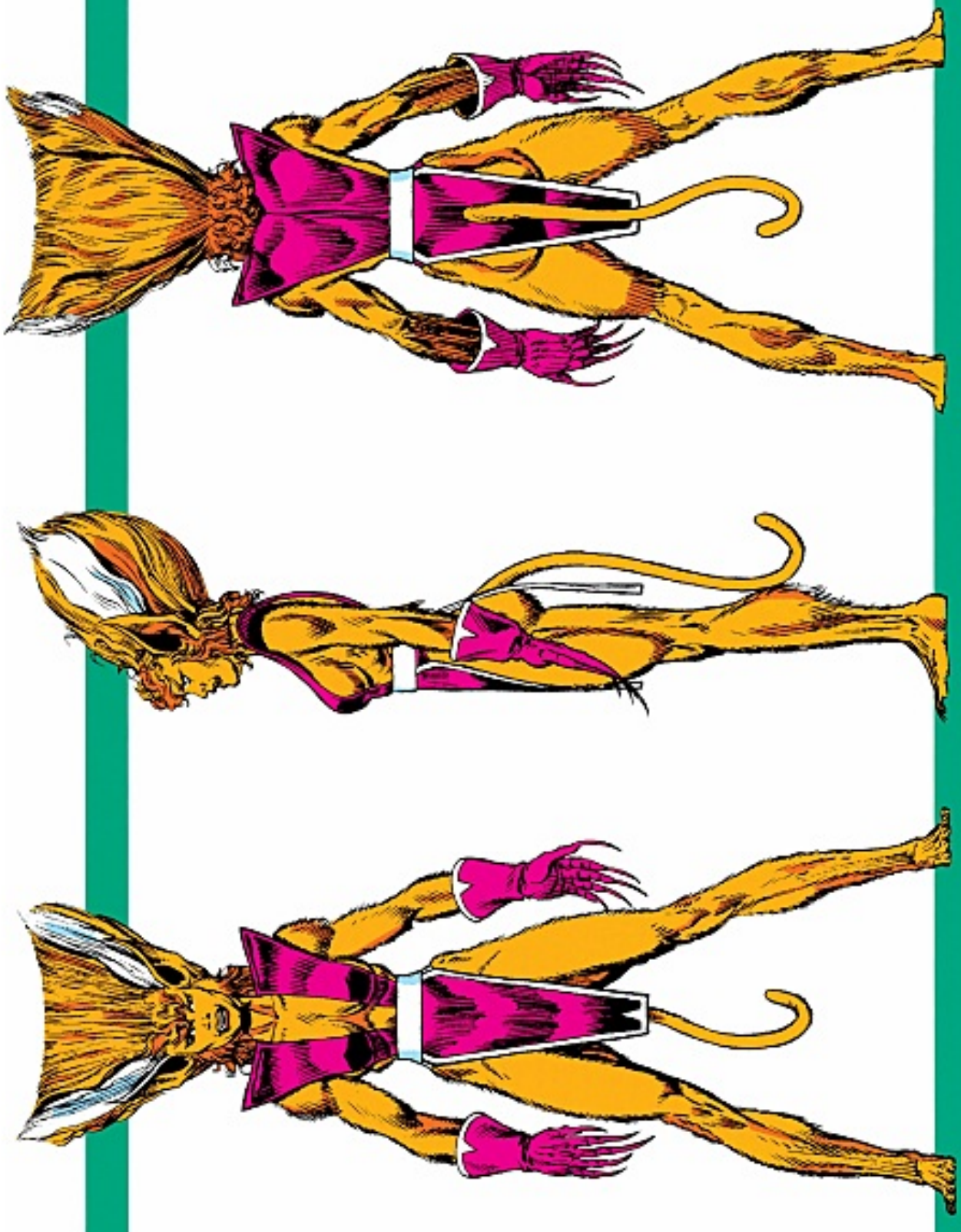
Alchemax and Cyber-Nostra
Design and manufacture of paraphernalia: Unnamed Alchemax and Cyber-Nostra technicians

BIBLIOGRAPHY

First appearance: PUNISHER 2099 #2
Origin issue: Fearmaster's origin is as yet unrevealed.
Significant issues: PUNISHER 2099 #2 (issued orders to Bennelli and Multi-Fractor); PUNISHER 2099 #3 (changed Delphine's leg to solid bone for attempting to escape him); PUNISHER 2099 #4 (sent Cyber-Nostra to clear citizens out of the Barrio); PUNISHER 2099 #5 (sent Multi-Fractor to kill Punisher 2099); PUNISHER 2099 #6 (learned of Multi-Fractor's death, sent Ninja-Nostra to kill Punisher 2099); PUNISHER 2099 #8 (battled Punisher 2099)



FERAL™



FERAL

BIOGRAPHICAL DATA

Real name: Maria (last name unrevealed)
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: Lucia (Thornn II, sister)
Known confidants: X-Force, Cable
Known allies: X-Force, Cable, Lila Cheney, Spider-Man
Major enemies: Thornn II, Brotherhood of Evil Mutants V, Stryfe, Mutant Liberation Front, Wildside, Druid, Juggernaut, Weapon Prime, Crule, (former) Masque (deceased), Wolverine, X-Men, X-Factor II
Usual base of operations: Mobile
Former bases of operations: X-Force headquarters, upstate New York (Bolivar Trask's former Sentinels base); Professor Xavier School for Gifted Youngsters, Salem Center, Westchester County, New York State; The Alley (tunnel beneath Manhattan)
Current group membership: X-Force
Former group membership: Morlocks
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 110 lbs.
Eyes: Yellow, no visible irises
Hair: Orange and white
Other distinguishing features: In appearance Feral resembles a werewolf, but with feline rather than lupine features. She is covered with orange and white fur and has pointed ears, long claws, and a tail

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Fierce hand-to-hand combatant, trained in unarmed combat by Cable
Special skills and abilities: Excellent hunter and tracker
Superhuman physical powers: In addition to the above listed attributes, Feral possesses superhumanly acute senses, especially sight and sense of smell
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Genetic mutation

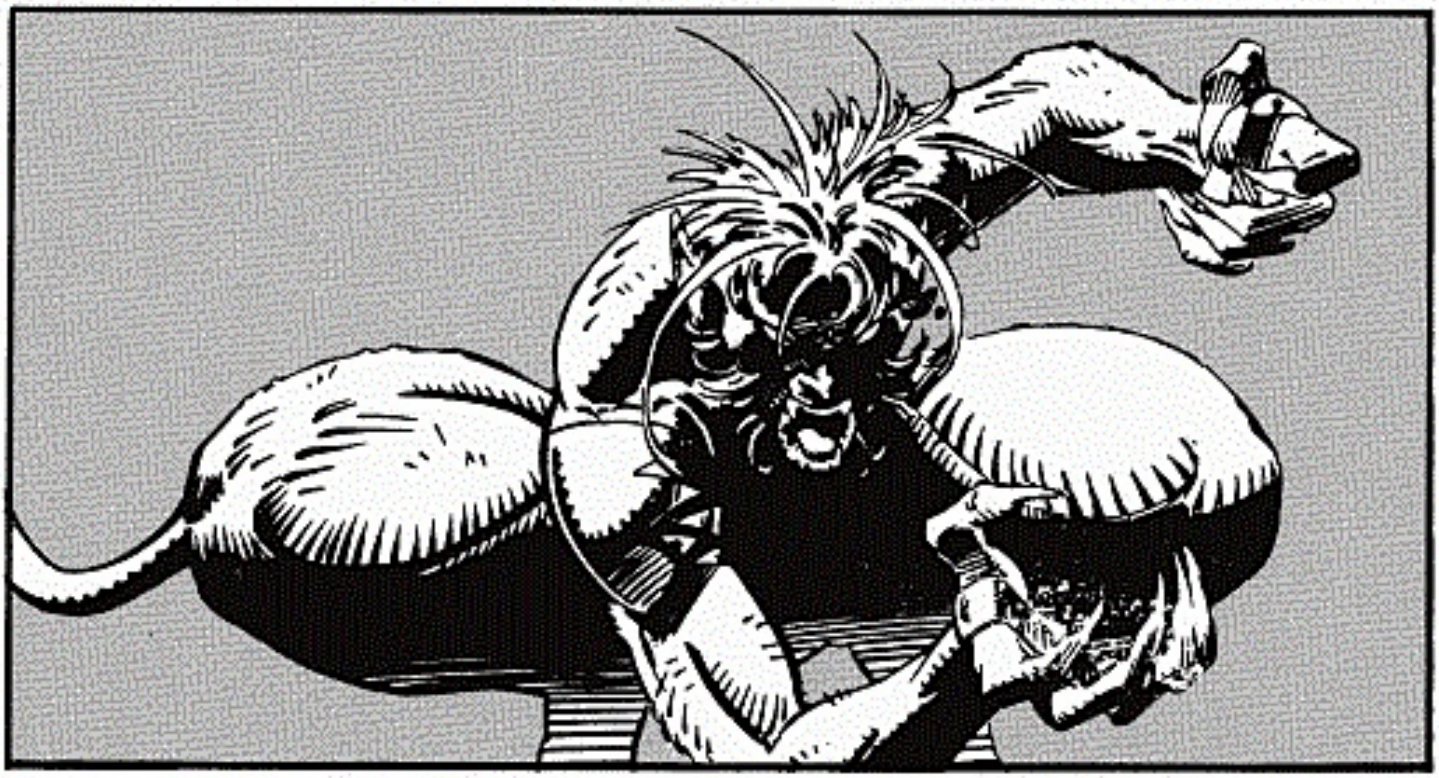
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

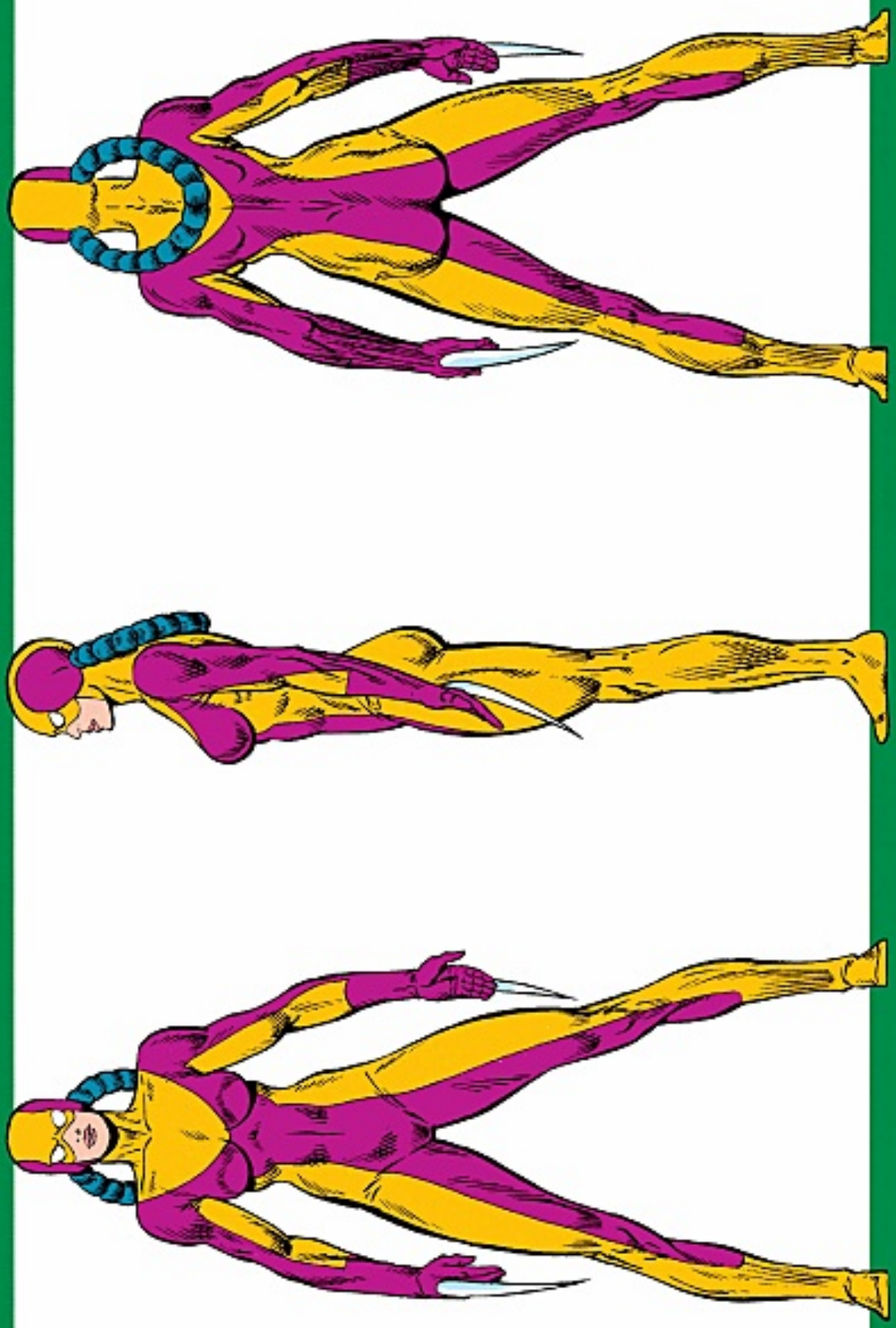
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: X-Force land and air vehicles
Design and manufacture of paraphernalia: Cable

BIBLIOGRAPHY

First appearance: NEW MUTANTS #99
Origin issue: Feral's origin is as yet unrevealed.
Significant issues: NEW MUTANTS #99-100 (saved from Masque by Cable, agreed to become member of X-Force in return for protection); X-FORCE #1 (alongside X-Force, first battled Mutant Liberation Front, broke Wildside's jaw); X-FORCE #2 (severely injured Cannonball II during combat training); X-FORCE #7 (fought Thornn II when latter and Masque invaded X-Force Base); X-FORCE #9 (battled Sauron); X-FORCE #7, 9 (alongside X-Force, battled Weapon Prime); CAPTAIN AMERICA #407 (compelled by Druid to go to Starkesboro); UNCANNY X-MEN #295/X-FACTOR #84/X-FORCE #16-17 (alongside X-Force fought X-Men and X-Factor II, was captured by Wolverine, was taken prisoner with X-Force by X-Men and X-Factor II); X-FORCE #19 (received new costume, left Xavier's mansion with X-Force); X-FORCE #21 (with X-Force fought Nick Fury and War Machine)



FER-DE-LANCE™



FER-DE-LANCE

BIOGRAPHICAL DATA

Real name: Teresa Vasquez
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record in the U. S.
Place of birth: San Juan, Puerto Rico
Marital status: Single
Known relatives: None
Known confidants: Black Racer
Known allies: Serpent Society
Major enemies: Captain America, Diamondback
Usual base of operations: Serpent Society headquarters, the Bronx, New York
Former bases of operations: Serpent Citadel, upstate New York
Current group membership: Serpent Society
Former group membership: Serpent Squad IV (Black Racer, Copperhead III, Puff Adder)
Extent of education: High school graduate

PHYSICAL DESCRIPTION

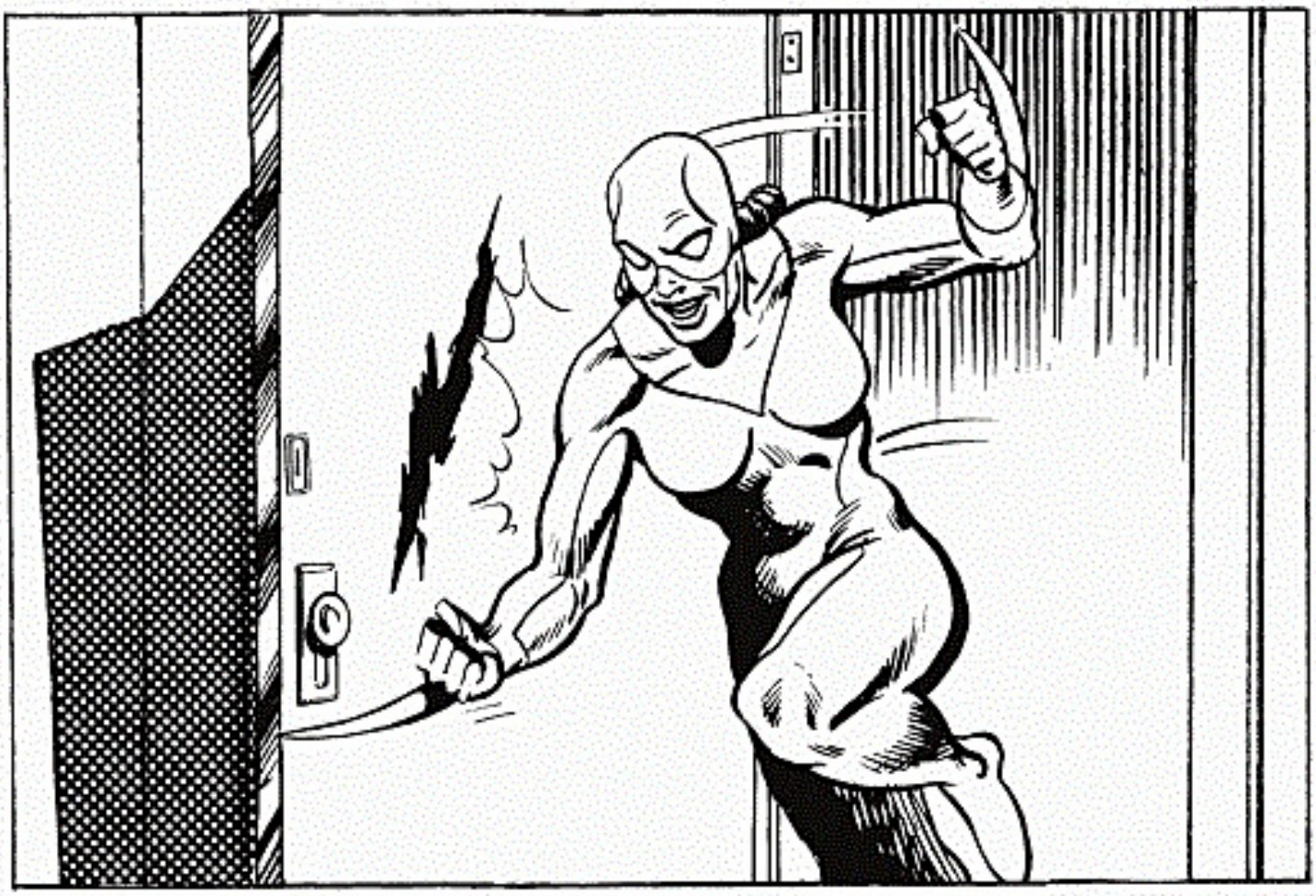
Height: 5' 7"
Weight: 130 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Athlete
Stamina: Athlete
Durability: Enhanced human
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extensive experience in streetfighting techniques
Special skills and abilities: Speaks Spanish
Superhuman physical powers: Other than the above attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Chemical enhancement of musculature

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Two retractable 8-inch omnium steel razor-edged claws which fit into forearm sheath, one on each arm. Two 3-inch long spring-loaded retractable omnium steel spikes which extend from the toes of her boots.
Special weaponry: None
Other accessories: None
Transportation: Serpent-Saucer
Design and manufacture of paraphernalia: (costume) The Viper, (saucer) Advanced Idea Mechanics



BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #337

Origin issue: Fer-de-Lance's origin is as yet unrevealed.

Significant issues: CAPTAIN AMERICA #337 (with Serpent Squad IV, robbed Las Vegas casino, battled Captain America, Falcon, Nomad, and Demolition-Man); CAPTAIN AMERICA #338 (with Serpent Squad IV, rescued from jail by Sidewinder); CAPTAIN AMERICA #341 (inducted into the Serpent Society, secretly double agent of the Viper, enabled Viper to teleport into Serpent Society headquarters); CAPTAIN AMERICA #341-342 (aided Viper in her takeover of the Serpent Society, fought Diamondback); CAPTAIN AMERICA #380 (attended Serpent Society's trial of Diamondback); CAPTAIN AMERICA #382 (alongside the Serpent Society, battled Captain America; taken into police custody)

FERON™

FERON

BIOGRAPHICAL DATA

Real name: Feron
Other current aliases: None
Former aliases: None known
Dual identity: None
Current occupation: Mystic
Former occupation: Sentinel awaiting the coming of the Anti-Phoenix
Citizenship: Ireland
Legal status: No criminal record, still a minor
Place of birth: A monastery in County Sligo, Ireland
Marital status: Single
Known relatives: Feron I (ancestor, deceased)
Known confidants: Brother Francis
Known allies: Excalibur, X-Men
Major enemies: Necrom (deceased), Anti-Phoenix, Jamie Braddock, Troll Associates
Usual base of operations: Braddock Manor, England
Former bases of operations: A monastery in County Sligo, Ireland
Current group membership: Associate of Excalibur
Former group membership: Student and ward of an unnamed order of monks based in County Sligo, Ireland
Extent of education: Educated by an unnamed order of monks based in County Sligo, Ireland

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 125 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Pointed-ears

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Flight speed: Directed motion hovering
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Poor hand-to-hand combatant, no combat training
Special skills and abilities: Considerable knowledge and skill in the mystic arts
Superhuman physical powers: Ability to manipulate magical energies for a wide variety of effects, capacity to serve as the host for the Phoenix Force
Superhuman mental powers: Mystical senses enabling him to detect the presence of magic, flight through self levitation
Special limitations: None known
Source of superhuman powers: Inheritance of his mystical powers from his ancestor Feron I

PARAPHERNALIA

Costume specifications: Monks robes made of conventional fabric

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Self-levitation and flight through own power
Design and manufacture of paraphernalia: Monks of unnamed order based in County Sligo, Ireland

BIBLIOGRAPHY

First appearance: EXCALIBUR #48
Origin issue: EXCALIBUR #50 (Feron I)
Significant issues: EXCALIBUR #48-50 (gained full mystic power, first met Excalibur, teamed with them against Necrom); EXCALIBUR #51 (waited by ailing Phoenix II hoping to claim phoenix force from her if she died); EXCALIBUR #55-56 (was struck down by Jamie Braddock and temporarily physically distorted by his powers); EXCALIBUR #58 (aided Excalibur and X-Men against Troll Associates)
Note: Feron should not be confused with his deceased ancestor, Feron I, an otherdimensional humanoid mystic who was the student and adversary of the evil sorcerer Necrom, and who first appeared in EXCALIBUR #50

FIN FANG FOOM™

FIN FANG FOOM

BIOGRAPHICAL DATA

Real name: Unrevealed; probably unpronounceable by human beings (Fin Fang Foom was the name he was given when he first appeared in China centuries ago)
Aliases at time of death: None
Former aliases : The Sleeping Dragon
Note: When Fin Fang Foom first appeared in China, the inhabitants referred to him and his fellow Kakaranatharans as "dragons"
Dual identity: None, most of the general populace of Earth is unaware of Fin Fang Foom's existence
Occupation at time of death: Destroyer
Former occupation: Starship navigator
Citizenship: Planet Kakaranathara (also known as Maklu-IV)
Legal status: Inapplicable
Place of birth: Planet Kakaranathara, Maklu System, Greater Magellanic Cloud
Note: Some texts have erroneously placed the Maklu System in the Andromeda Galaxy
Place of death: "The Valley of Spirits," somewhere in the People's Republic of China
Cause of death: Destroyed by the combined forces of the Mandarin's rings electronically amplified by Iron Man I
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: (former) Axonn-Karr (deceased), "Chen Hsu," "Wu Pong," "Chi Chan," and other starfaring aliens of planet Kakaranathara (all presumed deceased), the Mandarin, It the Living Colossus, Reeve Calder, the Beyond Reason Spiritual Fellowship
Major enemies: Dr. Aloysius Vault (deceased), Granitor (deceased), aliens of planet Stonus V, Omen, the Legion of Night (Katherine Reynolds, Jennifer Kale, Martin Gold, Chan Liuchow, Ariann Wright), Iron Man I, Iron Man II, the Mandarin
Base of operations at time of death: "The Valley of Spirits," somewhere in the People's Republic of China
Former base of operations: A hidden cavern somewhere in the People's Republic of China
Group membership at time of death: The crew of a starship of planet Kakaranathara
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 32', (including tail) 44'
Weight: 20 tons
Note: When Fin Fang Foom first awakened in modern times, he had grown during his hibernation to a height of 255' (350' including tail) and a weight of approximately 200 tons, in which form he was unable to fly. Upon more recent awakenings, he has usually assumed the height and weight of a normal Kakaranatharan, as given above,

although he has occasionally used his shapechanging powers to appear much larger.
Eyes: Red
Hair: None
Other distinguishing features: Fin Fang Foom and all Kakaranatharans resemble mythological asian dragons

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 100
Speed: Peak human
Flight speed: Subsonic
Stamina: Superhuman
Durability: Demi-godlike
Agility: Peak human
Reflexes: Peak human
Fighting skills: Master of the martial arts of planet Kakaranathara
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Fin Fang Foom can produce combustible acid mist from his mouth (making him appear to "breathe fire"), and can change size and shape to appear either as a human being or as a dragon far larger than a normal Kakaranatharans. Like all Kakaranatharans, Fin Fang Foom has an extraordinarily long lifespan and can remain in a state of hibernation for centuries without requiring outside sustenance.
Superhuman mental powers: Ability to communicate telepathically
Special limitations: Vulnerability to unnamed herb which can induce slumber
Source of superhuman powers: Member of a race of aliens known as Makluans or Kakaranatharans

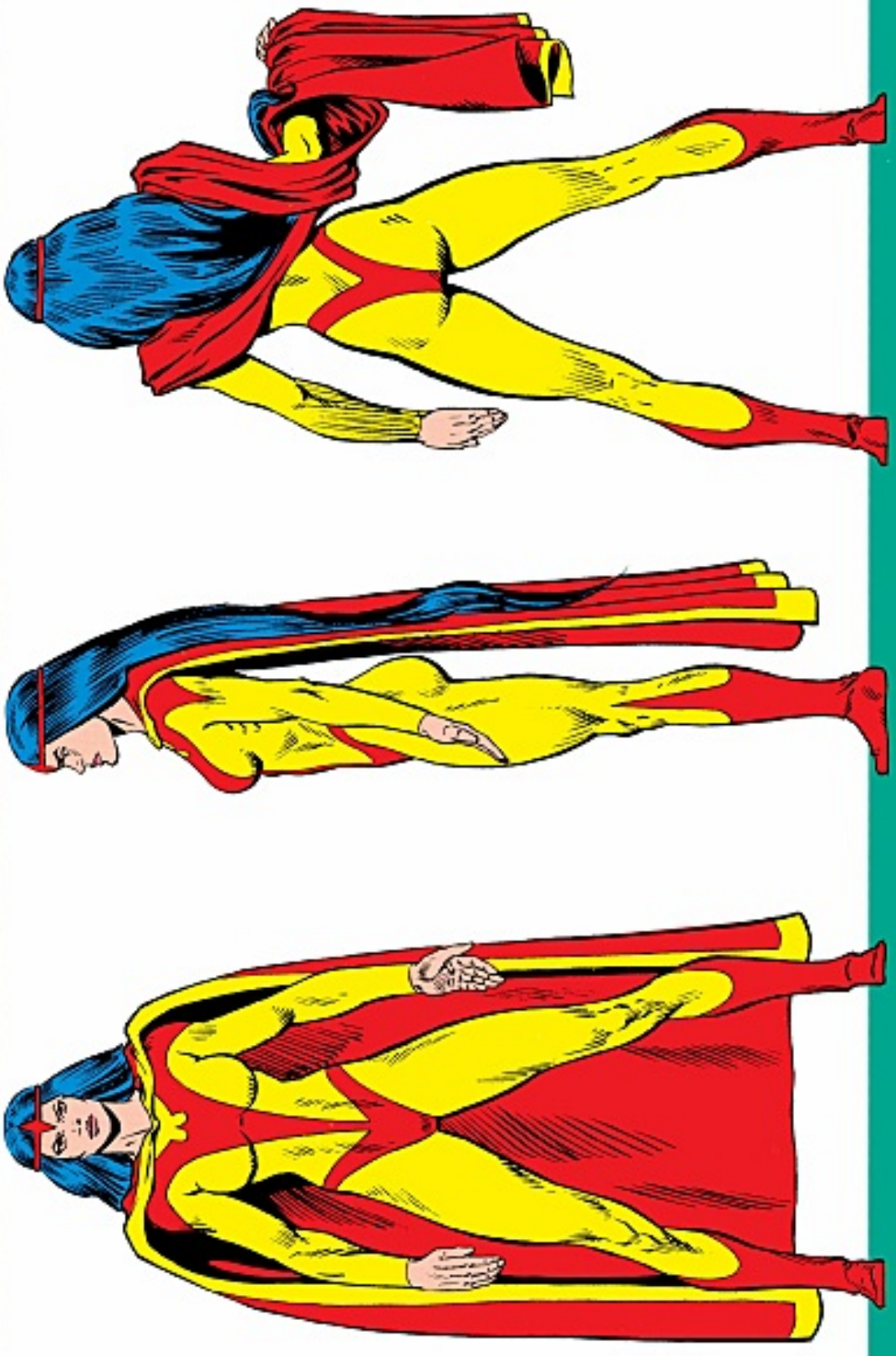
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power, Makluan starship
Design and manufacture of paraphernalia: Technicians of Kakaranathara

BIBLIOGRAPHY

First appearance: STRANGE TALES #89
Origin issue: STRANGE TALES #89, IRON MAN #274
Significant issues: STRANGE TALES #89 (first awakened from centuries of sleep by Chan Liuchow, destroyed Communist Chinese invasion forces, returned to his crypt); IRON MAN #261-264, 267, 270-275 (reawakened by the Mandarin; helped Mandarin take control of one third of China; revealed as alien of Kakaranathara; with "Chen Hsu," summoned fellow "dragons" who had been disguised as humans for centuries; with fellow Kakaranatharans, battled Iron Man I, Iron Man II and Mandarin; destroyed by Iron Man I)

FIREBIRD™



FIREBIRD

BIOGRAPHICAL DATA

Real name: Bonita Juarez
Other current aliases: None
Former aliases: Espirita
Dual identity: Secret
Current occupation: Adventurer, social worker
Former occupation: Same
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Taos, New Mexico
Marital status: Single
Known relatives: Chita (grandmother)
Known confidants: None
Known allies: The Rangers (Red Wolf, Phantom Rider, Texas Twister, Shooting Star)
Major enemies: The Corrupter, Master Pandemonium
Usual base of operations: Albuquerque, New Mexico
Former bases of operations: Avengers West Coast Compound, Malibu, California
Current group membership: Avengers West Coast (reserve)
Former group membership: The Rangers
Extent of education: Masters degree in social work

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 124 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Subsonic
Stamina: Athlete
Durability: Enhanced human
Agility: Athlete
Reflexes: Athlete
Fighting skills: Minimal experience in hand-to-hand combat
Special skills and abilities: Unrevealed
Superhuman physical powers: Firebird's body is immune to the physical effects of her mental powers.
Superhuman mental powers: The ability to control the microscopic random motion of molecules, causing combustion to occur. She can seemingly project heat-blasts from her body (actually from her mind) with temperatures approximately 5000 degrees Fahrenheit, capable of melting steel. She can fly by riding wind currents stirred up by the nimbus of fire with which she surrounds herself while flying. She often discharges large amounts of energy in the rough shape of a bird.
Special limitations: Although she can propel herself at supersonic speeds, she cannot breathe at those speeds without skin protection and an oxygen supply. Fatigue impairs her performance after approximately one hour of peak expenditure of power.
Source of superhuman powers: Bom-

bardment by radiation from a meteorite containing energy waste from an alien's unrevealed scientific experiment

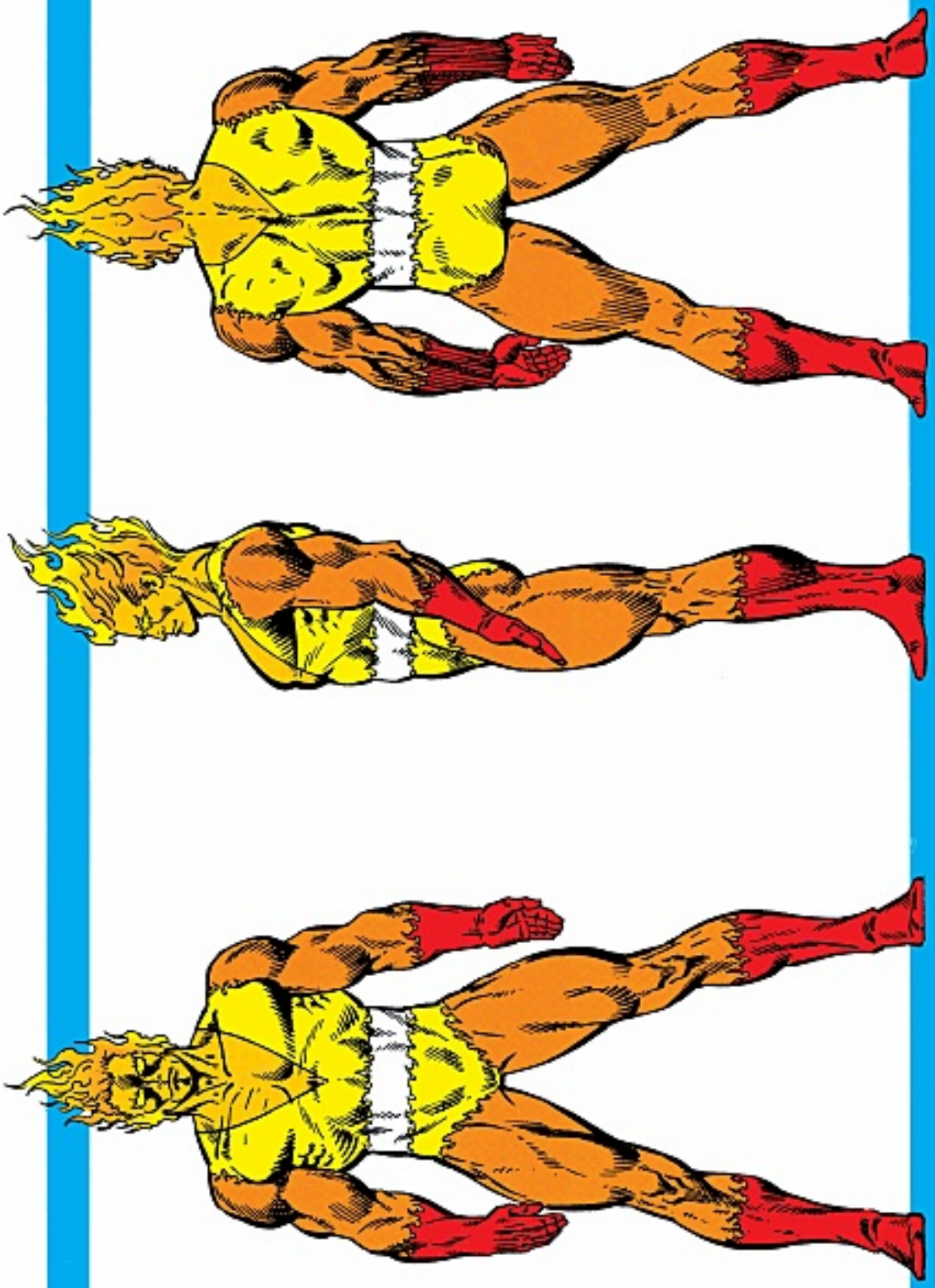
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK #265
Origin issue: AVENGERS SPOTLIGHT #24
Significant issues: INCREDIBLE HULK #265 (battled Hulk, rescued Rick Jones from the Corrupter, helped form the Rangers); WEST COAST AVENGERS #4-5 (enlisted Avengers in battle against Master Pandemonium); WEST COAST AVENGERS #6 (accompanied Avengers to dimension of the Cat People); WEST COAST AVENGERS #8 (battled possessed Shooting Star alongside the Avengers); WEST COAST AVENGERS #9 (battled Master Pandemonium); WEST COAST AVENGERS #17-21 (as Espirita, prevented Henry Pym from committing suicide, helped him rethink his method of crime fighting); WEST COAST AVENGERS #23 (with Henry Pym and Moon Knight, rescued Avengers who were trapped in the past); WEST COAST AVENGERS #24 (aided Avengers in battle against Dominus, battled Sunstroke); AVENGERS #305 (attended all-membership meeting of the Avengers); AVENGERS SPOTLIGHT #24 (abducted by aliens from the planet Rus, learned that her powers derived from the waste product of a pupil named Yoof's experiment); AVENGERS SPOTLIGHT #27 (assisted Hellcat, Moondragon, and Black Widow in subduing the Awesome Android); AVENGERS WEST COAST ANNUAL #4 (encountered a small platoon of Atlanteans in Mexico)

FIRELORD



FIRELORD

BIOGRAPHICAL DATA

Real name: Pyreus Kril
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Traveler
Former occupation: Starship captain, herald of Galactus
Citizenship: The planet Xandar
Legal status: No criminal record
Place of birth: The planet Xandar, Tranta system, Andromeda Galaxy
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Gabriel Lan, Starfox, Thor
Major enemies: Super-Nova, Thor, Nebula, the Skrull Empire
Usual base of operations: Mobile through out the universe
Former bases of operations: The planet Xandar
Current group membership: None
Former group membership: The Xandarian Nova Corps
Extent of education: Xandarian Nova Corps Academy

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 220 lbs.
Eyes: White
Hair: Yellow
Other distinguishing features: Firelord's hair is tinged with cosmic flame

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 50
Air speed: Beyond light speed
Stamina: Godlike
Durability: Godlike
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Xandarian Nova Corps combat training
Special skills and abilities: Knowledge of advanced alien technology and space navigation
Superhuman physical powers: The ability to manipulate cosmic energy in the form of stellar fire, making him the humanoid equivalent of a miniature sun, and allowing him to project any form of energy possessed by a star, including heat, light, gravity, radio waves and charged particles; the ability to fly at near-light speeds through interstellar space and traverse hyperspace; and near total physical invulnerability
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Total body transformation and infusion of alien energies by the world-devourer Galactus

PARAPHERNALIA

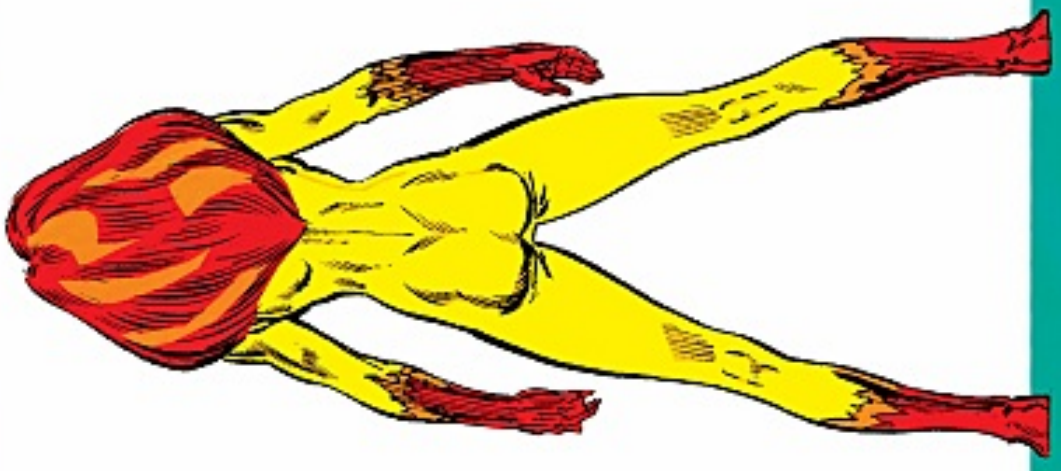
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None

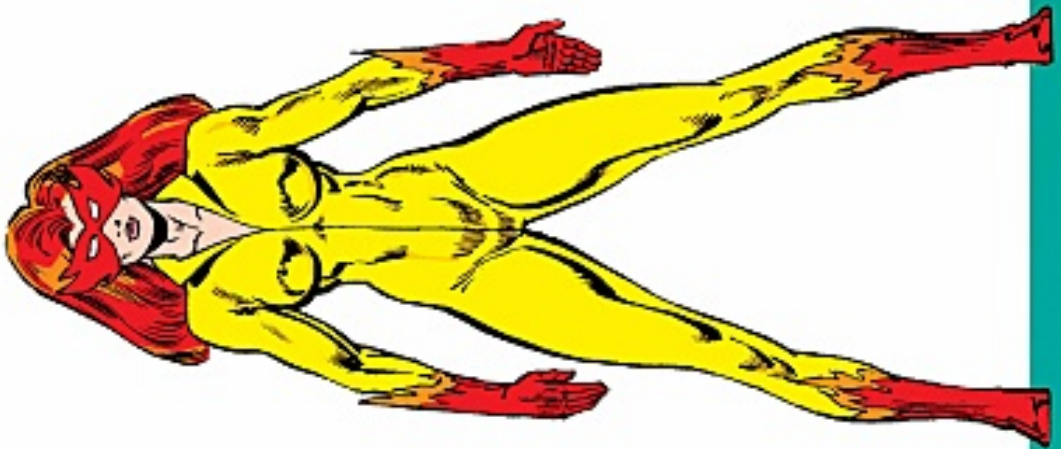
Other accessories: A five foot long staff which is used as a focal point for projection of cosmic energy, the ends of which are permanently ablaze with stellar fire
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: THOR #225
Origin issue: THOR #306
Significant issues: THOR #225 (first appearance on Earth; battled Thor as Galactus's herald); THOR #226 (released from service as Galactus's herald); THOR #232 (dispatched by Loki to serve as messenger); THOR #246-247 (assisted revolutionaries seeking to overthrow Costa Verde, fought Thor); X-MEN #105-106 (battled Phoenix); THOR #306 (origin revealed; returned to homeworld with remains of friend, Gabriel Lan); AMAZING SPIDER-MAN #269-270 (battled Spider-Man); AVENGERS #258 (remanded to custody of Avengers); AVENGERS #260 (learned of destruction of homeworld Xandar by Nebula); AVENGERS #261 (joined Starfox in search for Nebula); SILVER SURFER #19 (battled Silver Surfer, romanced by Nova); AVENGERS #301-303 (rescued by Avengers aboard Super-Nova's ship, aided them in battle against fellow Xandarian); AVENGERS ANNUAL #18 (battled Quasar)

FIRESTAR™





FIRESTAR

BIOGRAPHICAL DATA

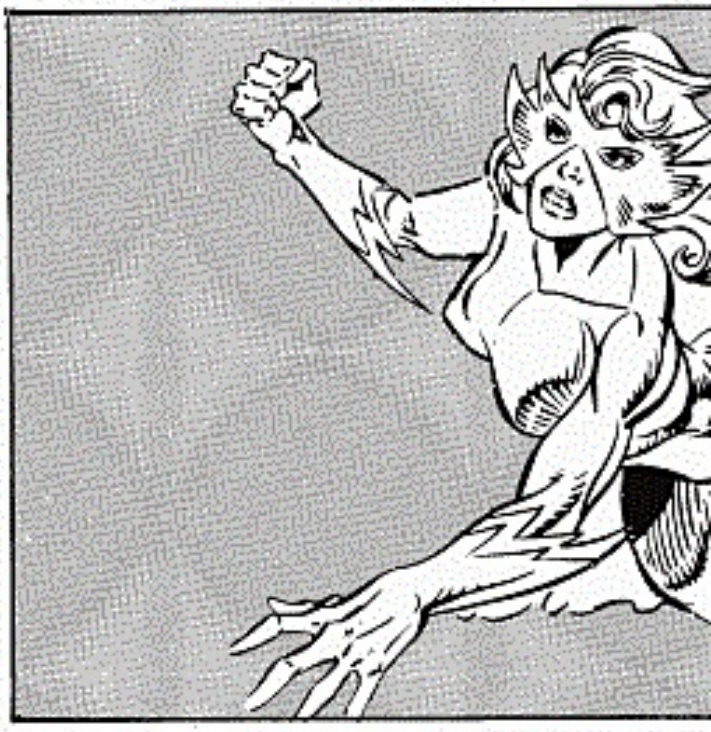
Real name: Angelica Jones
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current Occupation: Student, adventurer
Former occupation: None
Citizenship: United States of America
Legal status: No criminal record, still a minor
Place of birth: Unrevealed
Marital status: Single
Known relatives: Bartholomew Jones (father), unnamed grandmother (deceased)
Known confidants: New Warriors
Known allies: New Warriors (Night Thrasher, Kid Nova, Marvel Boy II, Speedball, Namorita
Major enemies: White Queen, Hellfire Club, Psionex, Force of Nature
Usual base of operations: New Warriors' headquarters, Ambrose Building, New York City
Former bases of operations: Massachusetts Academy, Snow Valley, Massachusetts
Current group membership: New Warriors
Former group membership: Hellions
Extent of education: High school student

PHYSICAL DESCRIPTION

Height: 5' 2"
Weight: 101 lbs.
Eyes: Green
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: None
Superhuman physical powers: Ability to manipulate microwave energy for various effects, including, thus far, flight and heat projection



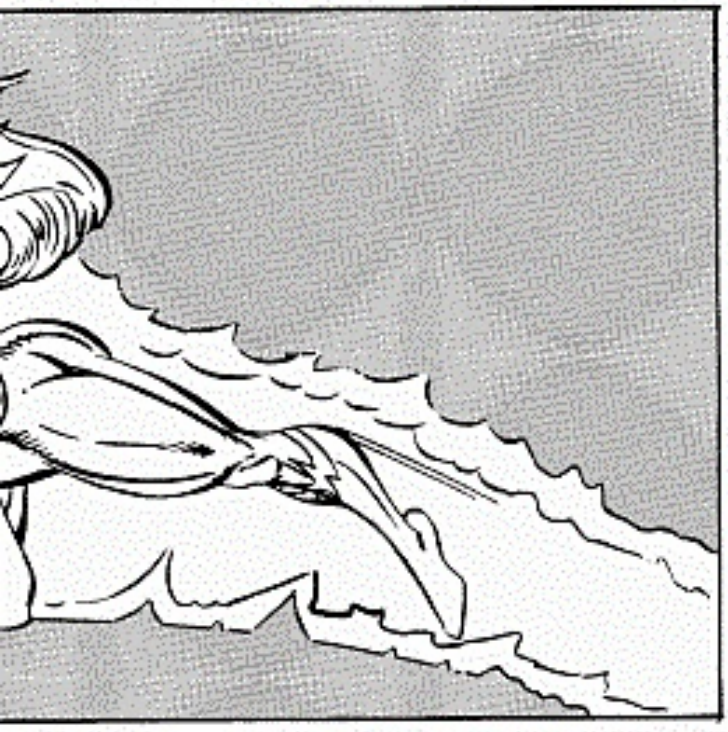
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made of unstable molecules
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Emma Frost (White Queen)

BIBLIOGRAPHY

First appearance: X-MEN #193
Origin issue: FIRESTAR #1-4



Significant issues: FIRESTAR #1 (discovered her mutant power, sent by her father to Massachusetts Academy); FIRESTAR #2 (trained in use of her power by the White Queen, met Cannonball and the New Mutants at Academy dance); X-MEN #193 (emotionally manipulated by Empath, accompanied Thunderbird II, Empath, and Roulette of the Hellions on mission against the X-Men); FIRESTAR #4 (learned truth about Academy, battled and defeated White Queen, returned home to her father); NEW WARRIORS #1 (contacted by Night Thrasher, joined the New Warriors, battled Terrax); NEW WARRIORS #2 (aided Night Thrasher against Midnight's Fire): THOR #411-412 (helped Thor defeat the Juggernaut alongside New Warriors); NEW WARRIORS #3 (with New Warriors, battled Mad Thinker, and Primus); NEW WARRIORS #4 (with New Warriors, battled Psionex); NEW WARRIORS #5 (with New Warriors, battled Star Thief II and Stane International Mandroids; with Marvel Boy, Namorita, and Star Thief II, launched into space aboard Stane rocket); NEW WARRIORS #6 (encountered the Inhumans and the Watcher on the Moon; with Black Bolt and Star Thief II, destroyed Stane rocket containing hazardous wastes); NEW WARRIORS #7-9 (with New Warriors, battled the Force of Nature in Brazilian jungle, rescued Speedball's mother); NEW WARRIORS #10 (with New Warriors, battled White Queen and Hellions)

FIXER™

FIXER

BIOGRAPHICAL DATA

Real name: Norbert Ebersol
Other current aliases: None
Former aliases: Mister Fix
Dual identity: Known to the authorities
Current occupation: Criminal inventor
Former occupation: Auto mechanic, television repairman, electronics laboratory assistant
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Dayton, Ohio
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: HYDRA, Mentallo, Professor Power (deceased), Masters of Evil IV (Baron Zemo II, Tiger Shark, Mr. Hyde, Goliath IV, Moonstone II, Blackout I, Yellowjacket II, Absorbing Man, Titania, Wrecker, Thunderball, Piledriver, Bulldozer, Whirlwind)
Major enemies: SHIELD, Micronauts, Spider-Man, the Avengers
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: Masters of Evil IV
Former group membership: HYDRA, partner of Mentallo
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 160 lbs.
Eyes: Brown
Hair: Bald
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Flight speed: Speed of sound
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Intuitive genius at invention of weapons and other electrical and mechanical devices
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Body armor
Personal weaponry: Various, including bombs, electronic jamming devices, guided missiles, sonic amplifiers, brainwave scanners, and mind-control pods
Special weaponry: Various, as needed
Other accessories: Anti-gravity discs affixed to feet; special mask which contains three hour air supply and acts as air pressure reduction valve, together enabling flight at high velocity and high

altitude; others as needed
Transportation: Flight via anti-gravity discs
Design and manufacture of paraphernalia: Norbert Ebersol

BIBLIOGRAPHY

First appearance: STRANGE TALES #141
Origin issue: The Fixer's origin has not yet been depicted
Significant issues: STRANGE TALES #141 (escaped prison); STRANGE TALES #142 (teamed with Mentallo in attempted takeover of New York SHIELD headquarters, captured Nick Fury); STRANGE TALES #143 (defeated by Tony Stark and SHIELD troops); STRANGE TALES #145 (revealed connection with THEM, later revealed as HYDRA); DAREDEVIL #121 (behind the scenes, revealed as chief of HYDRA Science Division); MARVEL TWO-IN-ONE #26 (escaped prison; with Mentallo, invaded New York SHIELD headquarters and captured the Thing, invaded Baxter Building, battled Thing and Nick Fury, used Doctor Doom's time machine to bring Deathlok I from alternate future); MARVEL TWO-IN-ONE #27 (with Mentallo, mind-controlled Deathlok I in attempted assassination of U.S. President, defeated by Fantastic Four, taken in to custody by SHIELD); MICRONAUTS #24-25 (with Mentallo, freed from prison by HYDRA force controlled by Baron Karza, created living machine-intelligence Computrex which was destroyed by Micronauts; defeated by Micronauts); MARVEL TEAM -UP #118 (with Mentallo, aided Power in attempt to add Professor X's mental powers to Mentallo's, defeated by Spider-Man); AVENGERS ANNUAL #13 (attempted to loot Northwind Observatory of Bruce Banner's inventions, captured by Captain America); IRON MAN #202 (invaded West Coast Avengers Compound in attempt to steal Iron Man's armor, defeated by Iron Man and Ka-Zar); AVENGERS #273-274 (with Masters of Evil IV, invaded Avengers Mansion; created device enabling Baron Zemo II to control Blackout; helped engineer capture of Captain America, Black Knight III, and Edwin Jarvis); AVENGERS #276 (apprehended by Ant-Man II; behind the scenes; overpowered by Super-Adaptoid, who changed places with him); AVENGERS #286 (Super-Adaptoid disguised as Fixer escaped prison); AVENGERS #287 (real Fixer discovered by Avengers in Adaptoid's former confinement tube at Avengers Island); SOLO AVENGERS #12 (escaped prison with Yellowjacket II, who then spurned his romantic advances; followed her and battled her and Black Knight III, escaped)
Note: Norbert Ebersol is not to be confused with the late Roscoe Sweeney, the crooked fight promoter also known as the Fixer, who was responsible for the death of Daredevil's father, "Battling Jack" Murdock.

FLAG-SMASHER™

FLAG-SMASHER

BIOGRAPHICAL DATA

Real name: Unrevealed
Other Current aliases: None
Former aliases : None known
Dual identity: Known to American and European legal authorities
Current occupation: Supreme Commander of anti-nationalistic terrorist organization ULTIMATUM (Underground Limited Totally Integrated Mobile Army to Unite Mankind)
Former occupation: Student
Citizenship: Switzerland
Legal status: Criminal record in the United States
Place of birth: Bern, Switzerland
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: ULTIMATUM
Major enemies: Captain America, USAgent, Moon Knight, Punisher, Ghost Rider II, Red Skull, SHIELD
Usual base of operations: Unrevealed location in the Arctic Circle
Former base of operations: Former HYDRA base in the Swiss Alps
Current group membership: ULTIMATUM
Former group membership: None
Extent of education: College dropout

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 235 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Gifted hand-to-hand combatant with great proficiency in the martial art of *shotokan karate-do*
Special skills and abilities: Brilliant terrorist strategist, fluency in English, French, German, Russian, Italian, Japanese, and Esperanto
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Inapplicable

PARAPHERNALIA

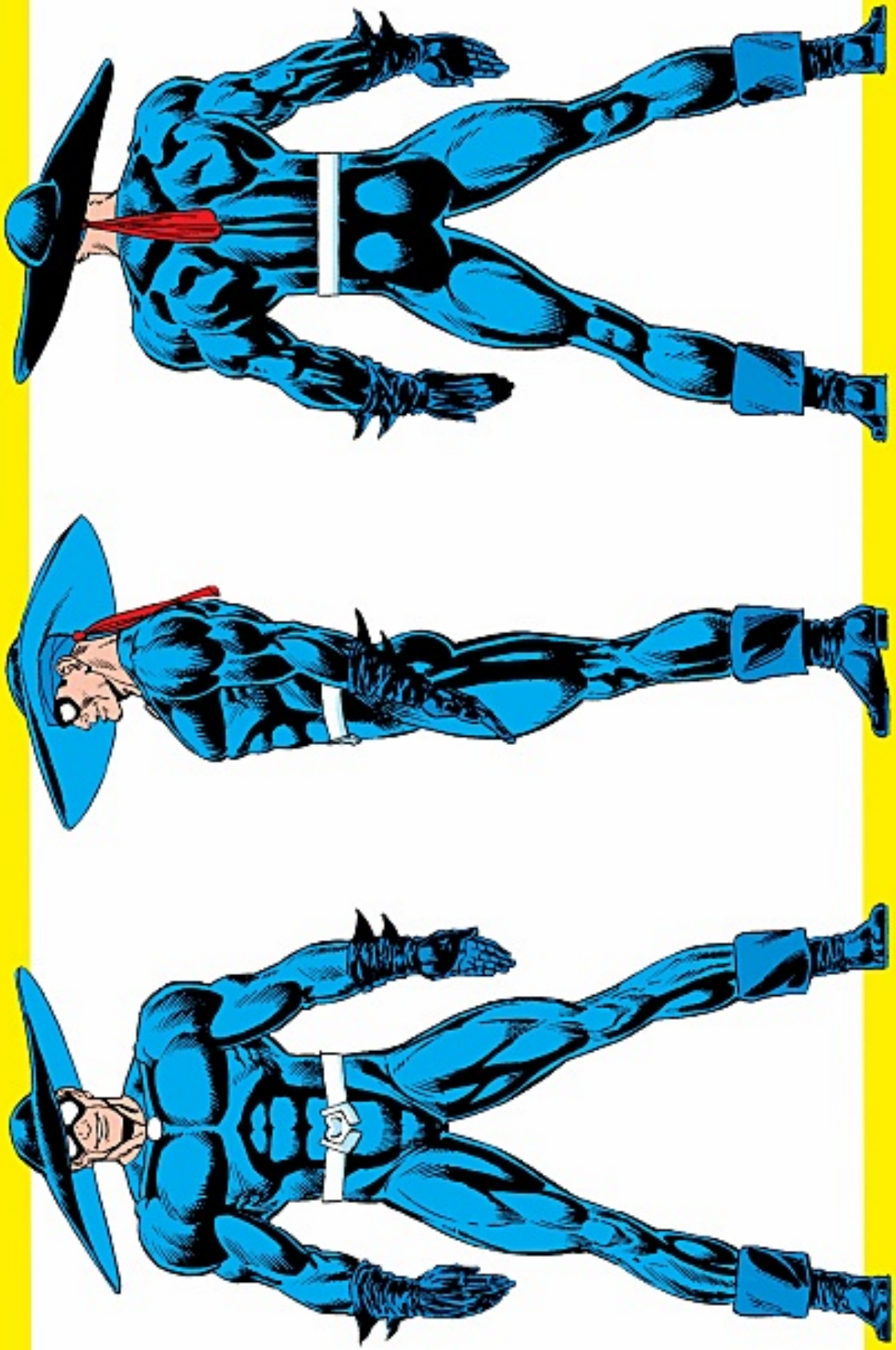
Costume specifications: Synthetic stretch fabric
Personal weaponry: Flame-throwing pistol, tear-gas gun, spiked mace
Special weaponry: None known
Other accessories: None known

Transportation: Jet-propelled skis used for flight, teleportation devices, submarines, rocket-propelled hovercrafts
Design and manufacture of paraphernalia: ULTIMATUM personnel

BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #312
Origin issue: CAPTAIN AMERICA #312
Significant issues: CAPTAIN AMERICA #312 (conducted one-man terrorist campaign in New York City against nationalist symbols, held hundreds as hostages, was captured by Captain America); CAPTAIN AMERICA #321-322 (now head of ULTIMATUM, hijacked American airliner and held passengers hostage, demanded surrender of Captain America for execution in return for hostages' freedom; plot thwarted by Captain America and SHIELD I); CAPTAIN AMERICA #348-349 (learned Red Skull was funding ULTIMATUM; survived ULTIMATUM assassination attempts, captured Captain America VI; teamed with Captain America, Battle Star, and Demolition-Man in thwarting ULTIMATUM plot to set off worldwide electromagnetic pulse that would render all electrically operated machinery useless); MARC SPECTOR, MOON KNIGHT #8-9 (again headed ULTIMATUM, attempted to supply American subversives with arms, thwarted by Moon Knight and Punisher); GHOST RIDER Vol. 2 #5-6 (made new attempt to create anarchy in United States through distribution of arms to malcontents, thwarted by Punisher and Ghost Rider II); CAPTAIN AMERICA #400 (captured amnesiac Demolition-Man, during battle with USAgent fell into Arctic Ocean)

FOOLKILLER™



FOOLKILLER

BIOGRAPHICAL DATA

Real names: (I) Ross G. Everbest, (II) Greg Salinger
Other current aliases: (II) None
Other aliases at time of death: (I) None
Former aliases : (I) None, (II) Ian Byrd
Dual identities: () Secret during his life, now publicly known; (II) Publicly known
Current occupation: (II) Mental hospital inmate
Occupation at time of death: (I) Vigilante
Former occupations: (I) Evangelist, (II) Student, vigilante
Citizenships: (both) United States of America
Legal status: (I) No criminal record, deceased, (II) Criminal record, criminally insane
Place of births: (I) Unrevealed, (II) Noblesville, Indiana
Place of death: (I) Man-Thing's swamp, the Everglades, near Citrusville, Florida
Cause of death: (I) Accidentally killed when a glass tank shattered and a piece flew into his heart
Marital status: (both) Single
Known relatives: (both) None
Known confidants: (I) (former) Reverend Mike Pike, (II) Foolkiller III
Known allies: (I) None, (II) Foolkiller III
Major enemies: (I) Man-Thing, Richard Rory, F. A. Schist; (II) Defenders, Spider-Man
Usual base of operations: (II) Central Indiana State Mental Institution
Base of operations at time of death: Mobile
Former bases of operations: (I) Mobile, (II) Empire State University, New York City
Current group membership: (II)None
Group membership at time of death: None
Former group membership: (both) None
Extent of education: (I) High school dropout, (II) College dropout

PHYSICAL DESCRIPTION

Height: (both) 6'
Weight: (I) 185 lbs.; (II) 197 lbs.
Eyes: (both) Blue
Hair: (both) Blond
Other distinguishing features: (both) None

POWERS AND ABILITIES

Intelligence: (both) Normal
Strength: (both) Athlete
Speed: (both) Athlete
Stamina: (both) Athlete
Durability: (both) Athlete
Agility: (both) Athlete
Reflexes: (both) Athlete
Fighting skills: (I) Skilled in several forms of hand-to-hand combat; (II) Fair hand-to-hand combatant, self-trained
Special skills: (I) Charismatic preacher; (II) Amateur poet
Superhuman physical powers: (both) None

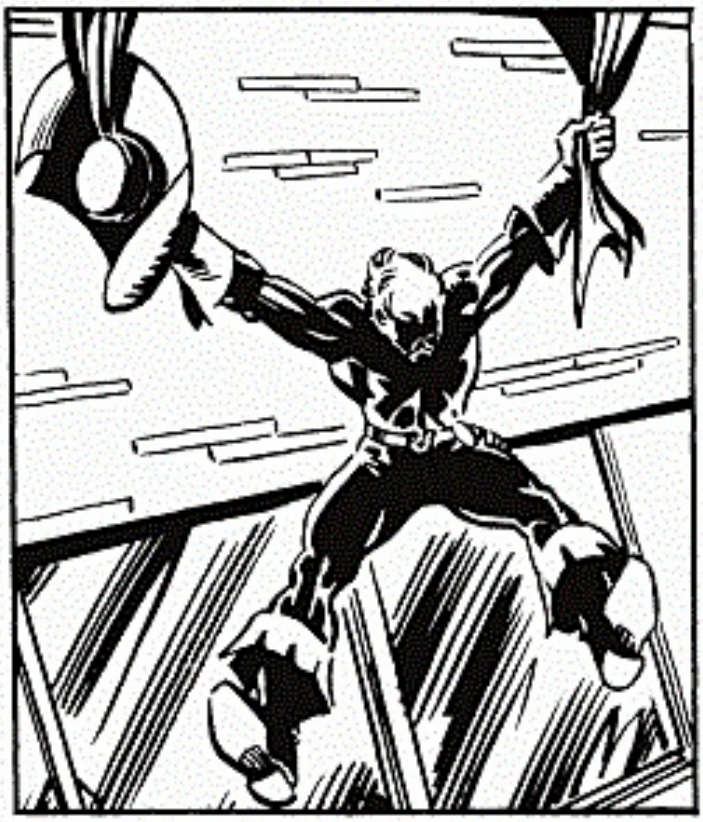
Superhuman mental powers: (both) None
Special limitations: (both) Criminally insane
Source of superhuman powers: (both) Inapplicable

PARAPHERNALIA

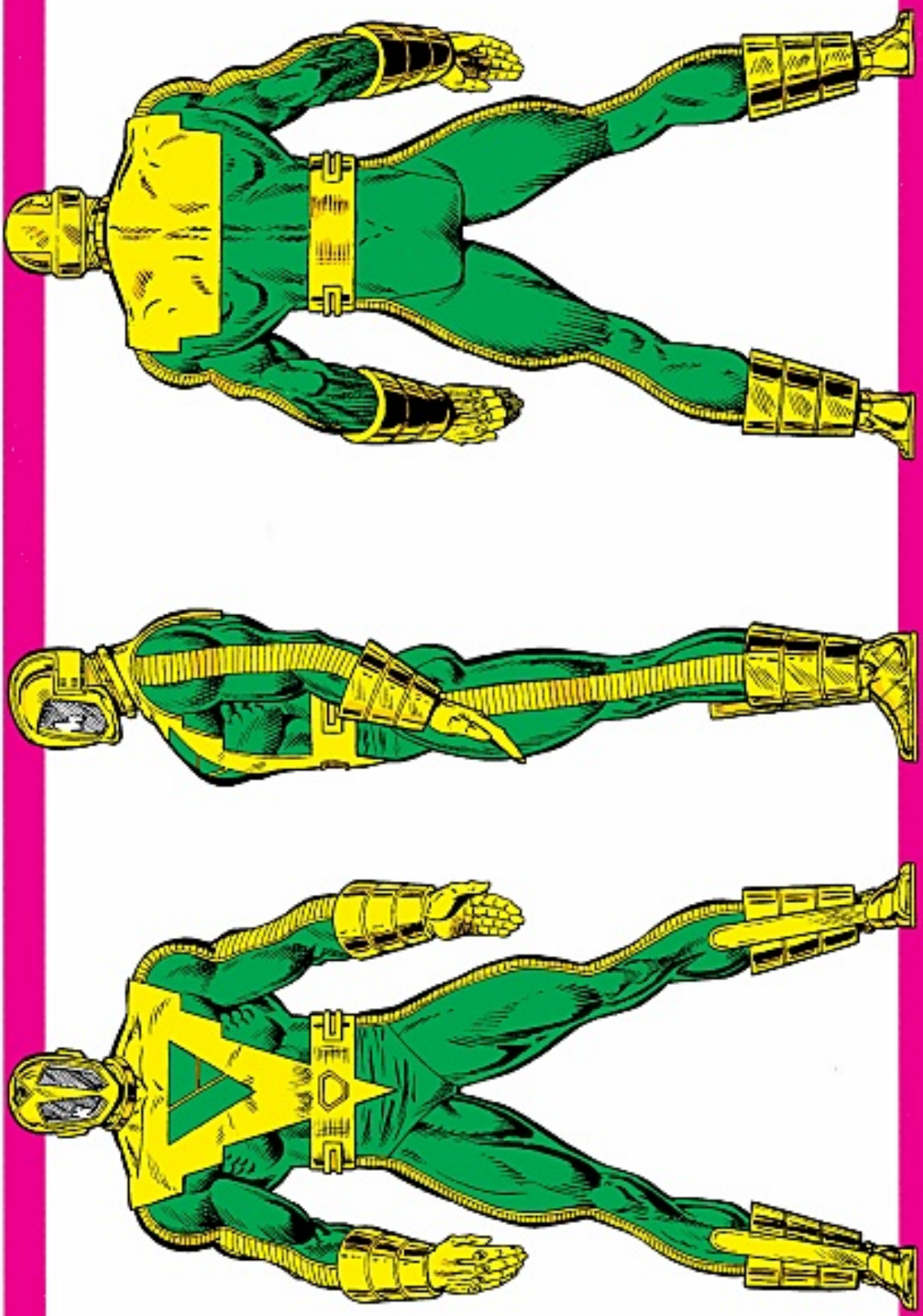
Costume specifications: (both) Conventional fabrics
Personal weaponry: (both) Primarily used a "purification gun," a pistol capable of shooting a laser-like beam of energy capable of totally incinerating a human being within seconds
Special weaponry: (both) None
Other accessories: (both) Used mobile computer systems and surveillance systems to locate and track his victims
Transportation: (both) Armored truck outfitted with computers, surveillance systems to locate and track his victims
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: (I) MAN-THING Vol. 1 #3; (II) OMEGA THE UNKNOWN #8
Origin issue: (I) MAN-THING Vol. 1 #4; (II) OMEGA THE UNKNOWN #8
Significant issues: (I) MAN-THING Vol. 1 #3-4 (sought to kill disk jockey Richard Rory and businessman F. A. Schist, was thwarted by Man-Thing, died through accident); (II) OMEGA THE UNKNOWN #8-9 (assumed Foolkiller identity, assassinated Blockbuster I); DEFENDERS #73-75 (sought to kill Lunatik, was defeated and captured by the Defenders); AMAZING SPIDER-MAN #225-226 (clashed with Spider-Man, prevented from committing suicide by Spider-Man, was taken into police custody); CAPTAIN AMERICA #319 (questioned in mental hospital by Captain America); FOOLKILLER #1-10 (interviewed on Runyan Moody TV show; advised Kurt Gerhardt [Foolkiller III] through computer bulletin board; their contact was finally discovered by psychiatrist Dr. Mears and police)



FORCE™



FORCE

BIOGRAPHICAL DATA

Real name: Clayton Wilson
Other current aliases: Carl Walker
Former aliases : Taylor
Dual identity: (as Walker) Secret, (as Wilson) Publicly known
Current occupation: Research scientist at Barstow Electronics (a subsidiary of Stark Enterprises)
Former occupations: Research scientist to Dr. Damon Walthers, professional criminal, mercenary employed by Justin Hammer
Citizenship: United States of America
Legal status: (as Wilson) Criminal record, legally dead; (as Walker) No criminal record
Place of birth: Unrevealed, presumed in the United States
Marital status: Presumed single
Known relatives: None
Known confidants: Tony Stark (Iron Man I)
Known allies: Iron Man I, James Rhodes (Iron Man II)
Major enemies: Justin Hammer, Beetle, Blacklash, Blizzard II, (former) Sub-Mariner, Iron Man I
Usual base of operations: Barstow Electronics, California
Former bases of operations: New York City, later mobile
Current group membership: None
Former group membership: Justin Hammer's costumed operatives
Extent of education: Graduate student in physics; has yet to earn Ph. D.

PHYSICAL DESCRIPTION

Height: 6'-1"
Weight: 185 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal, (in battlesuit) Superhuman Class 10
Speed: Normal
Flight Speed: Supersonic
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Moderate experience in hand-to-hand combat, trained by Hammer employees
Special skills: Expertise in physics and engineering, specifically the generation of force fields
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Armored battlesuit containing a powered exoskeleton that amplifies the user's strength and can generate powerful force fields. The suit can surround the user with a force field for protection from injury. The user can surround his armored fists with a force field to increase the impact of his punches further. Can project force fields strong enough to support up to 20 tons of weight. The suit can electrify any force field the user creates.
Personal weaponry: See above
Special weaponry: None
Other accessories: None
Transportation: Flight, via magnetically-powered turbine boot jets
Design and manufacture of paraphernalia: (force field projector) Dr. Damon Walthers, (battlesuit) Clayton Wilson, later suit by unnamed scientists in Justin Hammer's employ

BIBLIOGRAPHY

First appearance: (as Clayton Wilson) SUB-MARINER #67, (as Force) SUB-MARINER #68, (as Carl Walker) IRON MAN #224
Origin issue: SUB-MARINER #67-68
Significant issues: SUB-MARINER #67-69 (stole prototype force field generator, became costumed criminal, rampaged in New York City; was defeated by Namor the Sub-Mariner); IRON MAN #140-141 (employed by Justin Hammer, hijacked Tony Stark's yacht, captured Bethany Cabe, defeated by Iron Man I); IRON MAN #223-224 (escaped from Hammer's employ, sought aid from Iron Man I; turned over to the police by Stark; nearly assassinated in cell by Hammer's operatives, Blacklash, Beetle, and Blizzard II, rescued by Jim Rhodes; as Force, aided Iron Man, and Jim Rhodes in defeating the three assassins; with Stark's aid, pretended to have been killed and assumed new identity of Carl Walker); IRON MAN #244 (impersonated Iron Man to aid Stark)

FOREIGNER™

FOREIGNER

BIOGRAPHICAL DATA

Real names: Unrevealed
Other current aliases: Basil, Rafael Sabitini
Former aliases : Lieutenant Christopher "Kris" Keating
Dual identity: Secret
Current occupation: Assassin; leader of the 1400 Club
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Divorced
Known relatives: Silver Sable (ex-wife)
Known confidants: Silver Sable
Known allies: The Kingpin I, Sabretooth, Chance
Major enemies: Silver Sable, Spider-Man, Black Cat
Usual base of operations: Mobile
Former bases of operations: Unrevealed
Current group membership: The 1400 Club
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 180 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Peak human
Speed: Peak human
Stamina: Peak human
Durability: Athlete
Agility: Peak human
Reflexes: Peak human
Fighting skills: The Foreinger is a master of all forms of hand-to-hand combat as well as a master of most forms of hand weaponry
Special skills: The Foreigner is a master of disguise
Superhuman physical powers: None
Superhuman mental powers: A near-mystical ability to place an opponent in a 10-second hypnotic trance through eye-contact, which makes the opponent believe the Foreigner can move faster than the eye can see.
Special limitations: None known
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Various
Special weaponry: Various as needed
Other accessories: Various as needed
Transportation: Conventional means
Design and manufacture of paraphernalia: The 1400 Club

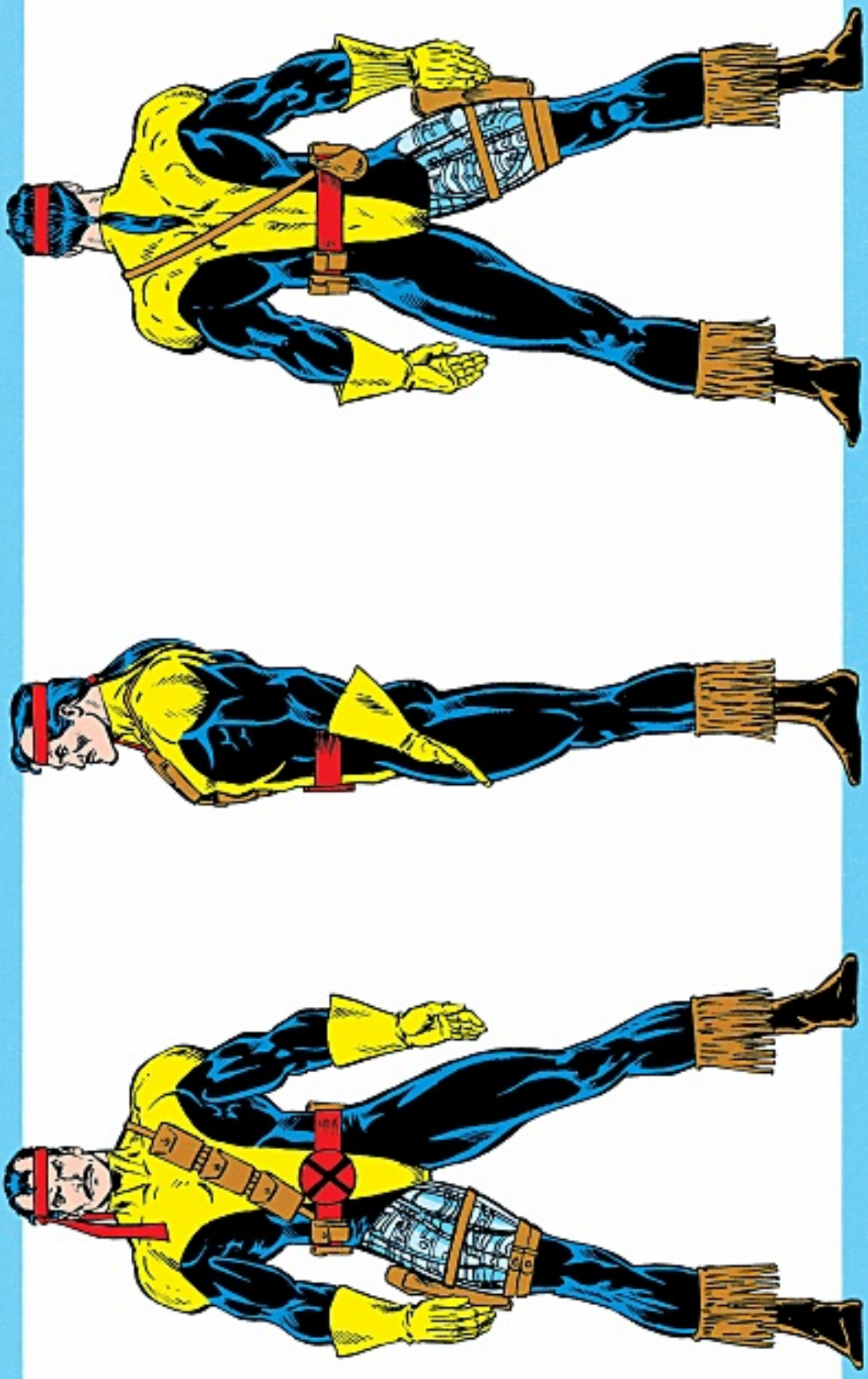
BIBLIOGRAPHY

First appearance: WEB OF SPIDER-MAN #15

Origin issue: The Foreigner's origin is as yet unrevealed.

Significant issues: WEB OF SPIDER-MAN #15 (made wager with Chance to see if Chance coulkd kill Spider-Man; won wager when Chance failed to kill Spider-Man); SPECTACULAR SPIDER-MAN #115-116 (discovered Black Cat had stolen a solid gold notebook from his office; hired Sabretooth to kill the Black Cat, but the plan was thwarted by Spider-Man); SPECTACULAR SPIDER-MAN #117 (defeated the Black Cat then formed an alliance with her to destroy Spider-Man); SPECTACULAR SPIDER-MAN #125 (hired an assassin to assume the identity of Blaze to firebomb the Black Cat's apartment; disguised as Lieutenat Kris Keating, the Foreigner killed Blaze and framed Spider-Man for the job); AMAZING SPIDER-MAN #289 (Jack O'Lantern I revealed to have hired the Foriegner to kill Ned Leeds, the original Hobgoblin); WEB OF SPIDER-MAN #29 (as Keating, escaped assassination attempt by the Rose); SPECTACULAR SPIDER-MAN #129 (first battled Spider-Man; betrayed by the Black Cat); SPECTACULAR SPIDER-MAN #130 (hired the Hobgoblin to steal an incriminating ledger from the Kingpin); WEB OF SPIDER-MAN #91-92 (hired Whisper, Pulse, Swift, and Warfare to kill Betty Brant Leeds, who was seeking to expose the Foreigner's role in her husband's death; revealed to Betty that Ned Leeds was the original Hobgoblin); SILVER SABLE #3 (defeated by Silver Sable in a fencing duel); WEB OF SPIDER-MAN #97-100 (Bloodrose hired the Foreigner, who in turn hired the Hunters and the new Enforcers to bring down the remnants of the Kingpin's empire)

FORGE™



FORGE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: The Maker
Former aliases: None
Dual identity: None
Current occupation: Inventor, adventurer
Former occupation: Soldier, shaman
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed, presumably in the American west
Marital status: Single
Known relatives: None
Known confidants: Nazé (deceased), Storm
Known allies: Storm, Banshee, other members of the X-Men, Rom
Major enemies: The Adversary, the Dire Wraiths
Usual base of operations: Eagle Plaza, Dallas; Muir Island, Scotland
Former bases of operations: None
Current group membership: The X-Men
Former group membership: Unrevealed
Extent of education: Unrevealed, presumably completed doctorate

PHYSICAL DESCRIPTION

Height: 6'
Weight: 179 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Forge has a bionic right leg

POWERS AND ABILITIES

Intelligence: Superhuman
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Athlete
Fighting skills: Knowledge of hand-to-hand combat derived from military training
Special skills and abilities: Expertise in many areas of science and technology, extensive knowledge of American Indian magic
Superhuman physical powers: None

Superhuman mental powers: Superhuman intuitive genius at inventing, and mystical abilities including spell casting
Special limitations: Forge possesses a bionic right leg
Source of superhuman powers: Mutation, mystical training

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric backed by microthin bulletproof kevlar and thermal insulation
Personal weaponry: Most often uses conventional weaponry
Special weaponry: Sometimes employs devices of his own invention. Most notable among these was his neutralizer gun that could suppress superhuman mutant abilities. The only known examples of this device have been destroyed.
Other accessories: Forge has invented a hand-held scanning device that can detect the presence of superhuman beings or aliens.
Transportation: Various
Design and manufacture of paraphernalia: Forge

BIBLIOGRAPHY

First appearance: X-MEN #184
Origin issues: X-MEN #262-263 (partial)
Significant issues: X-MEN #184 (first displayed neutralizer device to remove mutant powers); X-MEN #185 (neutralizer was used to remove Storm's powers despite Forge's objections); X-MEN #186 (Forge and Storm fell in love); X-MEN #187-188 (battled the Dire Wraiths alongside the X-Men); ROM #66 (helped Rom put an end to the Dire Wraith menace); X-MEN #226 (restored Storm's powers); X-MEN #227 (defeated the Adversary with a spell that killed the X-Men, who were restored to life by Roma); X-MEN #254-255 (joined Muir Island offshoot of the X-Men to battle the Reavers); X-MEN #262-263 (days as a soldier in Vietnam War depicted)

FORTUNE, DOMINIC™

FORTUNE, DOMINIC

BIOGRAPHICAL DATA

Real names: (I) Duvid Jerome T. "David" Fortunov, (II) Jerome "Jerry" Fortunov
Other current aliases: (I) Davey Fortunov, David Fortunoff
Former aliases : (both) None
Dual identities: (both) Publicly known
Current occupation: (I) Adventurer
Occupation at time of death: (II) Tax lawyer, adventurer
Former occupations: (I) Adventurer, gambler, automobile salesman
Citizenships: (both) United States of America
Legal status: (both) No criminal record
Place of births: (I) New York City, (II) North Bellemore, New York
Place of death: (II) Los Angeles, California
Cause of death: (II) Shot to death by Simon Steele
Marital status: (I) Widowed, (II) Married
Known relatives: (I) Unnamed wife (deceased), Jerry Fortunov (Dominic Fortune II, son, deceased), Betty Fortunov (daughter-in-law), unnamed daughter, two unnamed grandsons, unnamed granddaughter; (II) Duvid Fortunov (Dominic Fortune I, father), unnamed mother (deceased), Betty Fortunov (wife), unnamed sister, two unnamed sons, unnamed daughter
Known confidants: (I) Sabbath Raven I (Gina Morelli); (II) Clytemnestra Erwin (deceased)
Known allies: (I) Captain America, Spider-Man, Iron Man I, Silver Sable, the Wild Pack, (former) Sabbath Raven I, Acey Dugan, Sir Reginald Fortesque, Dum Dum Dugan; (II) Iron Man II
Major enemies: (I) Baron Strucker, Simon Steele (alias Wolfgang von Lundt), Turner D. Century (deceased), the Shocker, Sabbath Raven II (Elena von Lundt); (II) Simon Steele, Sabbath Raven II
Usual base of operations: (I) Mobile, (II) North Bellemore, New York
Former bases of operations: (I) Hollywood, California, and New York City (circa 1930s and early 1940s)
Current group membership: (I)None
Former group membership: (both) None
Extent of education: (I) Unrevealed, (II) Law school degree

PHYSICAL DESCRIPTION

Height: (I) 6' 3", (II) 6' 2"
Weight: (I) (in his prime) 225 lbs., (now) 195 lbs.; (II) 210 lbs.
Eyes: (both) Blue
Hair: (I) Formerly dark brown, now grey (II) Black
Other distinguishing features: (both) None

POWERS AND ABILITIES

Intelligence: (I) Above normal, (II) Normal
Strength: (I) Normal, (in his prime) Athlete; (II) Normal
Speed: (I) Normal, (in his prime) Athlete; (II) Normal

Stamina: (I) Normal, (in his prime) Athlete; (II) Normal
Durability: (I) Normal, (in his prime) Athlete; (II) Normal
Agility: (I) Normal, (in his prime) Athlete; (II) Normal
Reflexes: (I) Normal, (in his prime) Athlete; (II) Normal
Fighting skills: (I) Superb hand-to-hand combatant, excellent boxer; (II) Fair hand-to-hand combatant
Special skills: (I) Expert marksman and swordsman; (II) Skilled tax lawyer
Superhuman physical powers: (both) None
Superhuman mental powers: (both) None
Special limitations: (I) Despite being in excellent physical condition for a man of his age, Dominic Fortune is still quite elderly.
Source of superhuman powers: (both) None

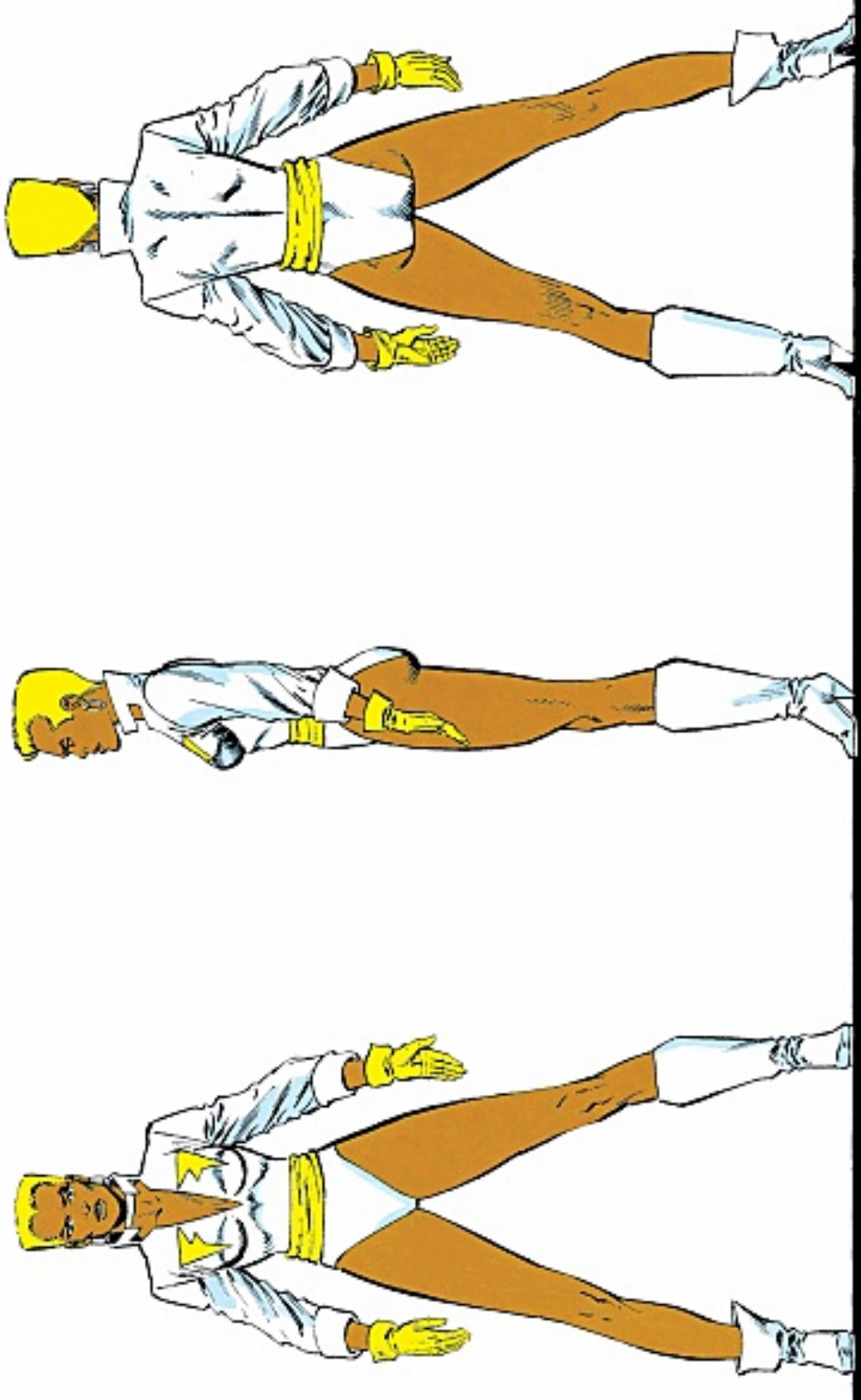
PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: A variety of handguns, especially German "broomhandle" Mauser using 9mm parabellum ammunition
Special weaponry: Various as needed
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: Conventional manufacturers

BIBLIOGRAPHY

First appearance: (I) MARVEL PREVIEW #2; (II) MARVEL TEAM-UP #120
Origin issue: (I) Dominic Fortune's origin is as yet unrevealed; (II) IRON MAN #212
Significant issues: RAMPAGING HULK #21-25 (in 1937, uncovered Nazi propaganda plot in comic book industry; broke up cult of zombies; thwarted Baron Strucker's attempted assassination of U.S. senator; exposed phony "child star" Tina Timmons; rescued British ambassador from terrorist Dominic); MARVEL SUPER-HEROES Vol. 2 #3 (in 1940, rejected as subject for Project: Rebirth, helped protect Steve Rogers from Nazi agents); SPECTACULAR SPIDER-MAN #71 (break up with Sabbath Raven, experiences during World War II, and later life first revealed); MARVEL TEAM-UP #120 (came out of retirement; alongside Spider-Man, battled Turner D. Century); WEB OF SPIDER-MAN #10 (began search for Sabbath Raven; alongside Spider-Man, battled the Shocker and Simon Steele's men); IRON MAN #212-213 (alongside his son, who became Dominic Fortune II when he mistakenly thought his father dead, and Iron Man I, battled Simon Steele, Sabbath Raven II, and Iron Monger II; son killed saving his life); WEB OF SPIDER-MAN #10 (alongside Spider-Man, Silver Sable and the Wild Pack, defeated Simon Steele and Sabbath Raven II; reunited with Sabbath Raven I)

FOXFIRE™



FOXFIRE

BIOGRAPHICAL DATA

Real name: Olivia Underwood
Aliases at time of death: None
Former aliases: None
Dual identity: Publicly known to the citizens of the United States of America, on the alternate Earth of the Squadron Supreme
Occupation at time of death: Public crusader, government super hero
Former occupation: Criminal
Citizenship: United States of America, on the alternate Earth of the Squadron Supreme
Legal status: Criminal record pardoned when she underwent behavior modification
Place of birth: Nexusville, New Brunswick, U.S.A.
Place of death: Squadron City
Cause of death: She was stabbed through the heart by the artificial claws of the Redeemer named the Mink.
Marital status: Single
Known relatives: None
Known confidants at time of death: Dr. Spectrum, Quagmire
Known allies: Institute of Evil (Dr. Decibel, Ape X, Lamprey, Shape), Squadron Supreme
Major enemies: Master Menace, Nighthawk, the Redeemers
Usual base of operations: Squadron City
Former bases of operations: Mobile
Group membership at time of death: Squadron Supreme
Former group membership: Institute of Evil
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

Height: 5'7"
Weight: 130 lbs.
Eyes: Brown
Hair: Blonde (dyed), black (naturally)
Other distinguishing features: Tattoo of fox heads on each breast

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Athlete
Fighting skills: Standard Squadron hand to hand combat training.
Special skills and abilities: None
Superhuman physical powers: Foxfire had the ability to project some form of bio-luminescent energy through her fingertips that weakened the molecular binding of matter, causing it to disintegrate. She needed to touch an object in order to affect it. The maximum volume she could affect with a single touch was approximately 4 cubic feet.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Unrevealed.

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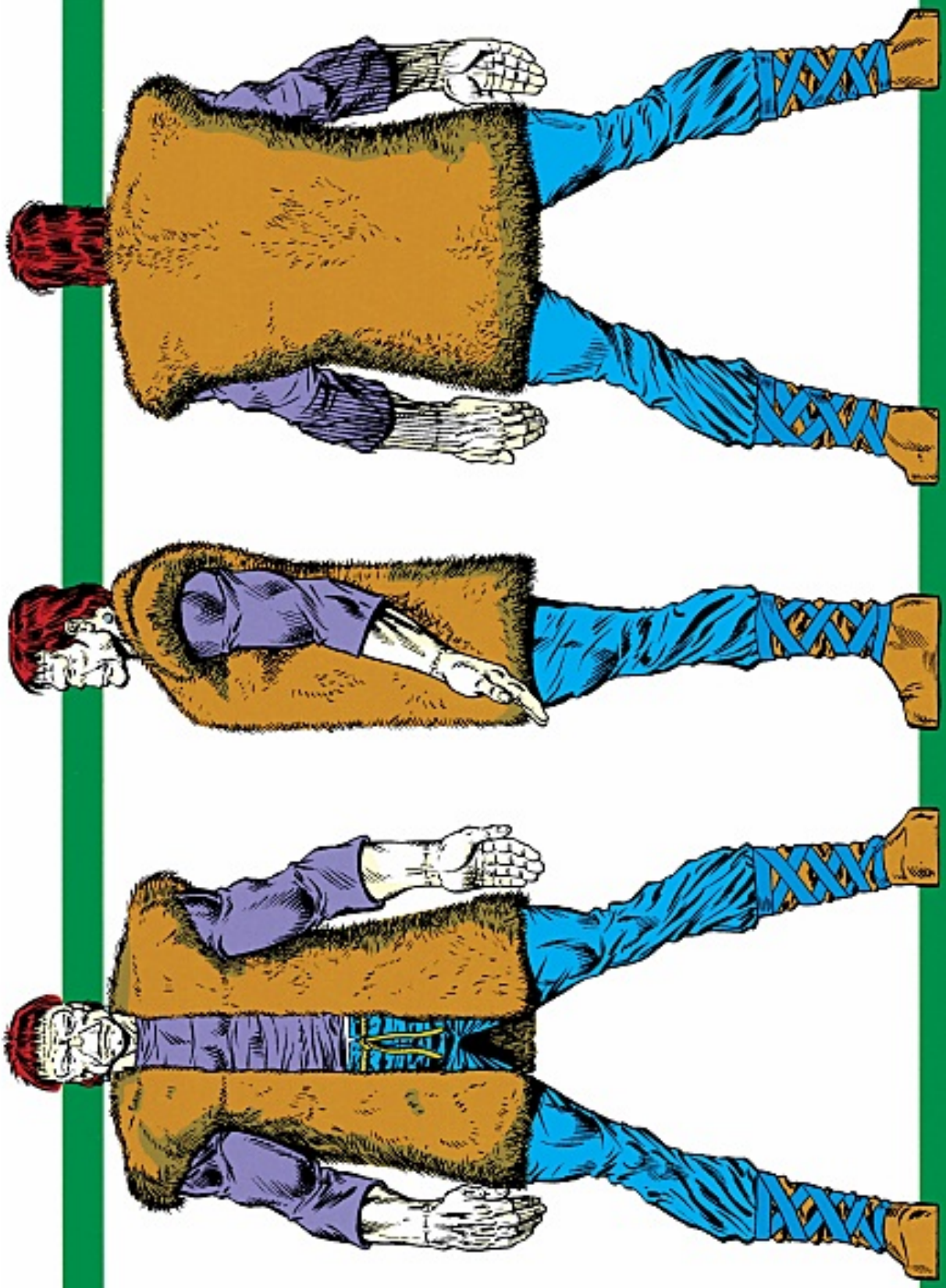
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric except for her specially treated gloves
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Squadron jets
Design and manufacture of paraphernalia: Her decay-retardant gloves were designed and manufactured by Squadron member Tom Thumb.

BIBLIOGRAPHY

First appearance: SQUADRON SUPREME #5
Origin issue: Foxfire's origin has yet to be revealed.
Significant issues: SQUADRON SUPREME #5 (battled Squadron as member of Institute of Evil); SQUADRON SUPREME #6 (is behavior modified, joined the Squadron); SQUADRON SUPREME #7 (supervised behavior modification at a prison with Hyperion); SQUADRON SUPREME #10 (relationship with Dr. Spectrum began); SQUADRON SUPREME #12 (battled the Redeemers, killed Nighthawk, is killed by the Mink)

FRANKENSTEIN™



FRANKENSTEIN'S MONSTER

BIOGRAPHICAL DATA

Real name: None
Other current aliases: Frankenstein
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of his existence except as a fictional character
Current occupation: None
Former occupation: Inapplicable
Citizenship: None
Legal status: None
Place of creation: Ingolstadt, Bavaria, western Germany
Marital status: None
Known relatives: Inapplicable
Known confidants: None
Known allies: Veronica Frankenstein, Baroness Victoria Frankenstein
Major enemies: The Berserker android, Spider-Man, Iron Man
Usual base of operations: Bavaria, western Germany
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: None

PHYSICAL DESCRIPTION

Height: 8'
Weight: 325 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: The Frankenstein Monster's skin is scarred in the areas where his body was sewn together from various parts of various human corpses. It is slightly decomposed and appears ghastly white.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Normal
Stamina: Superhuman
Durability: Enhanced human regenerative
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal; relies on brute strength
Special skills and abilities: None
Superhuman physical powers: In addition to the above listed physical attributes, the Frankenstein Monster can be placed in suspended animation when exposed to intense cold without suffering any physical damage.
Superhuman mental powers: None
Special limitations: An irrational fear of fire
Source of superhuman powers: Biological experiment which grafted pieces of various corpses together which were animated through an undisclosed procedure involving electricity

PARAPHERNALIA

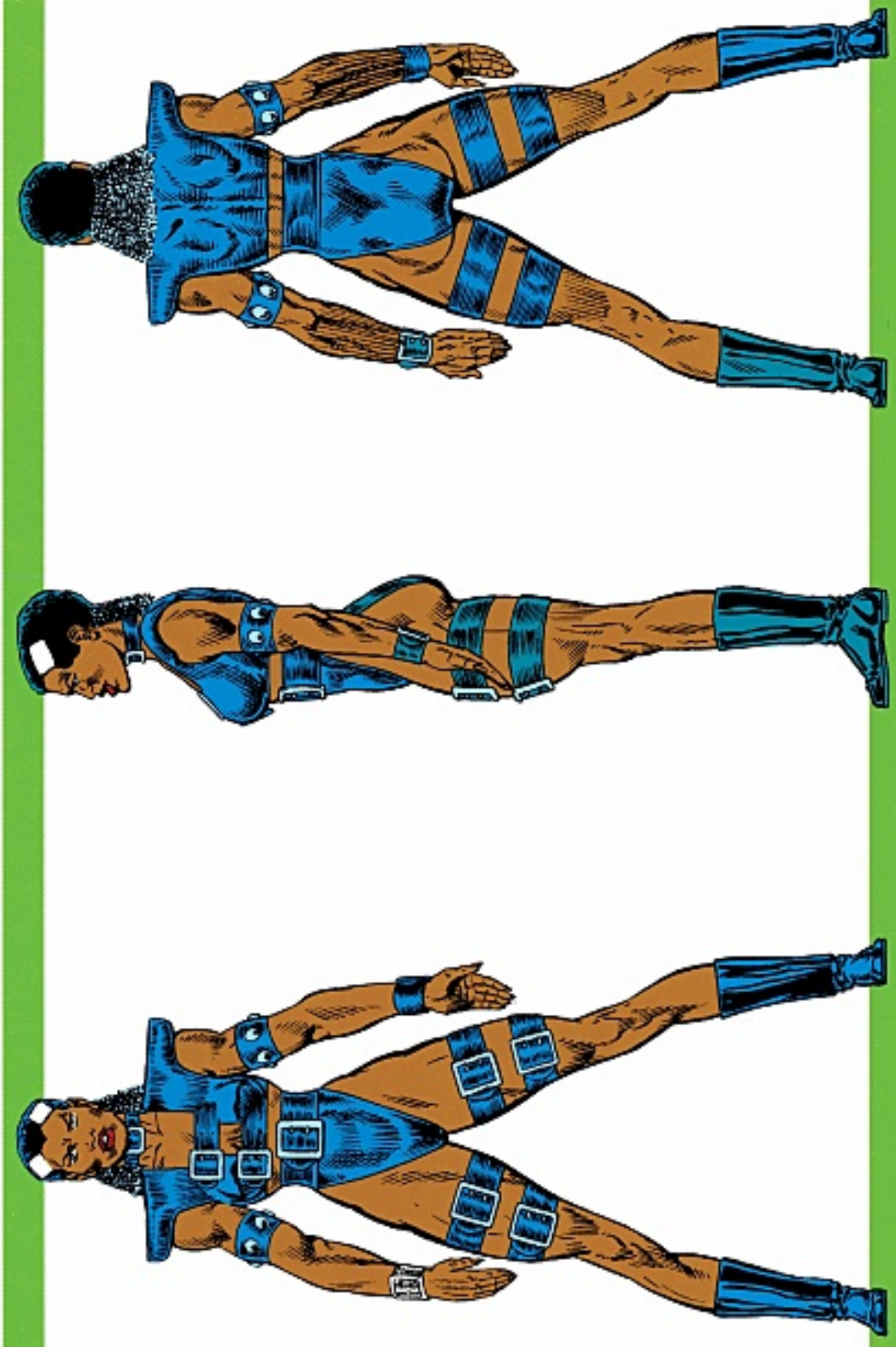
Costume specifications: Animal skins

and conventional attire
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Usually walking
Design and manufacture of monster: Baron Victor Frankenstein

BIBLIOGRAPHY

First appearance: THE MONSTER OF FRANKENSTEIN #1
Origin issue: THE MONSTER OF FRANKENSTEIN #1-3
Significant issues: THE MONSTER OF FRANKENSTEIN #1-3 (told the story of his creation by Victor Frankenstein to 19th Century Captain Robert Walton; Victor Frankenstein created and subsequently killed a mate for the Monster; killed Frankenstein's bride Elizabeth in retaliation); THE FRANKENSTEIN MONSTER #8-9 (battled Dracula and suffered an injury to his vocal chords); MONSTERS UNLEASHED #2 (emerged from suspended animation in a glacier to the modern world); THE FRANKENSTEIN MONSTER #16 (Veronica Frankenstein healed the Monster's vocal cords); THE FRANKENSTEIN MONSTER #18 (joined Victoria Von Frankenstein and her Children of the Damned, beings who were mutated by Basil and Ludwig Von Frankenstein's failed human experiments); MARVEL TEAM-UP #35-36 (allied with Spider-Man against the Monster Maker, Baron Von Shtupf and his pawn the Man-Wolf); IRON MAN #101-102 (joined Iron Man against the Dreadknight's attack on new Castle Frankenstein); DOCTOR STRANGE Vol. 2 #37 (Victoria Frankenstein related the Monster's departure from her company)

FRENZY



FRENZY

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None
Dual identity: Known to the authorities
Current occupation: Mercenary
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record
Place of birth: Unrevealed
Marital status: Presumed single
Known relatives: None
Known confidants: None
Known allies: Alliance of Evil (Time Shadow, Tower, Stinger), Apocalypse
Major enemies: X-Factor
Usual base of operations: Unrevealed
Former bases of operations: Unrevealed
Current group membership: The Alliance of Evil
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 11"
Weight: 230 lbs.
Eyes: Brown
Hair: Black with white streaks
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Enhanced human
Durability: Superhuman
Agility: Enhanced human

Reflexes: Enhanced human
Fighting skills: Exceptional hand-to-hand combat experience
Special skills and abilities: Unrevealed

Superhuman physical powers: Besides the above listed attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic mutation

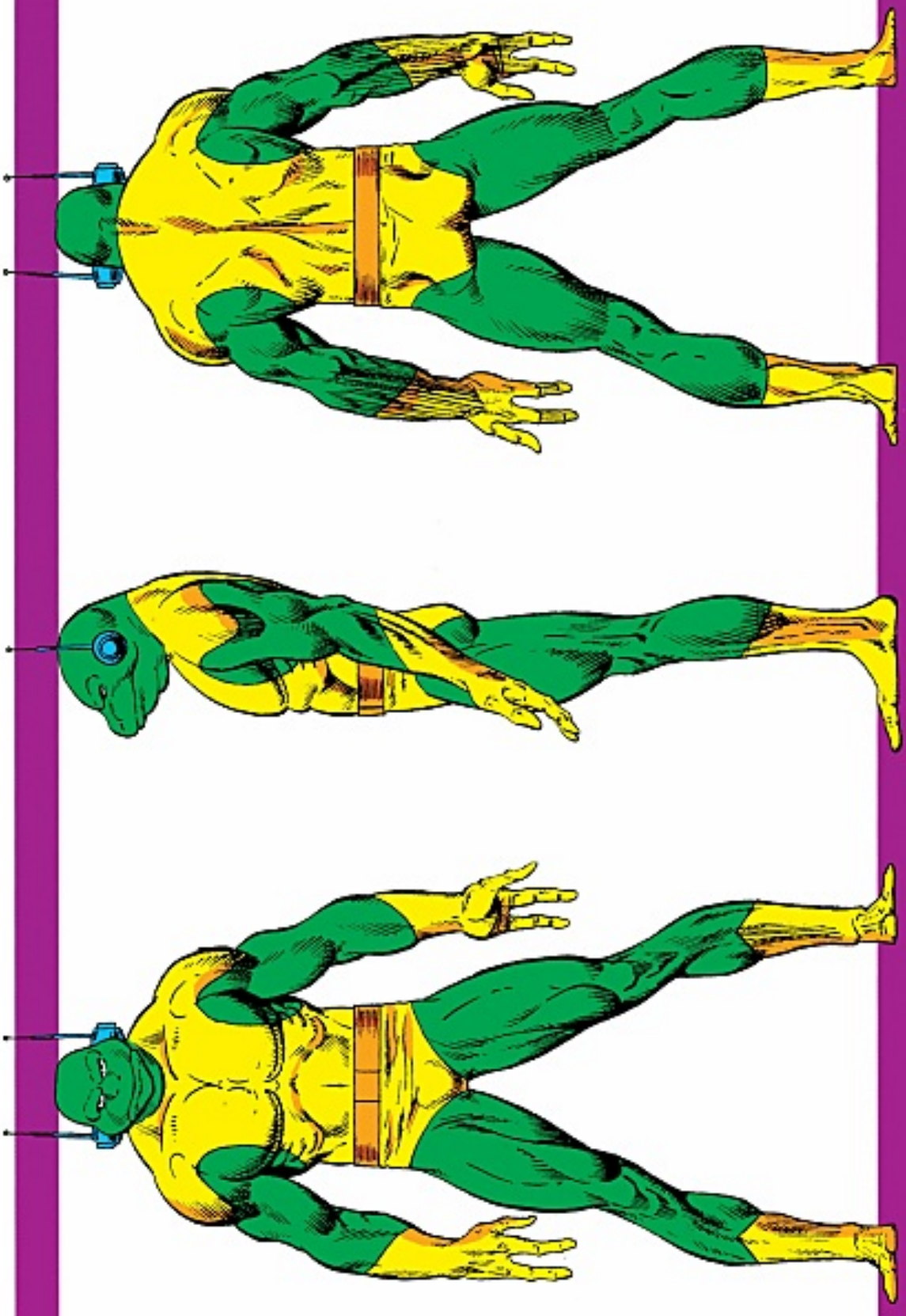
PARAPHERNALIA

Costume specifications: Leather
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: X-FACTOR #4
Origin issue: Frenzy's origin is as yet unrevealed
Significant issues: X-FACTOR #4-5 (first battled X-Factor alongside the Alliance of Evil at the command of Apocalypse; taken into police custody); X-FACTOR #6 (escaped prison, again battled X-Factor; returned to police custody); CAPTAIN AMERICA #389-390 (among superhuman women aboard Superia's cruise-ship, joined in en masse attack on Captain America and Paladin, traveled to Superia's Island to be one of her new "Femizons")

FROG-MAN™



FROG-MAN I

BIOGRAPHICAL DATA

Real name: Francois LeBlanc
Aliases at time of death: "Frog" LeBlanc, Croaker
Former aliases : None known
Dual identity: Publicly known
Occupation at time of death: Professional criminal
Former occupation: Unrevealed
Citizenship: Former citizen of France, naturalized citizen of the United States of America
Legal status: Criminal record
Place of birth: France
Place of death: New York City
Cause of death: Explosion of a bomb set off by Spymaster I
Marital status: Unrevealed
Known relatives: None
Known confidants: Ape-Man I (deceased), Bird-Man I (deceased), Cat-Man I (deceased)
Known allies: Ape-Man I (deceased), Bird-Man I (deceased), Cat-Man I (deceased), Dragonfly, Organizer, Exterminator (Death-Stalker) (deceased), Count Lucino Nefaria (deceased)
Major enemies: Daredevil, Spider-Man, X-Men, Iron Man I, Captain America
Base of operations at time of death: New York City
Former base of operations: Unrevealed
Group membership at time of death: Ani-Men I
Former group membership: None
Extent of education: High school

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 180 lbs.
Eyes: Green
Hair: Unrevealed
Other distinguishing features: For a time Frog-Man I possessed frog-like legs that gave him superhuman leaping ability that were given him by scientists employed by Count Nefaria

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete (temporarily Superhuman Class 10)
Speed: Athlete (temporarily Enhanced human)
Stamina: Athlete (temporarily Superhuman)
Durability: Athlete (temporarily Enhanced human)
Agility: Athlete (temporarily Superhuman)
Reflexes: Athlete (temporarily Enhanced human)
Fighting skills: Excellent hand-to-hand combatant, expert in *la savate* (French kickboxing)
Special skills and abilities: Olympic-level leaping ability
Superhuman physical powers: Aside from the above listed attributes that he previously possessed, none

Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Unrevealed processes administered by scientists employed by Count Nefaria

PARAPHERNALIA

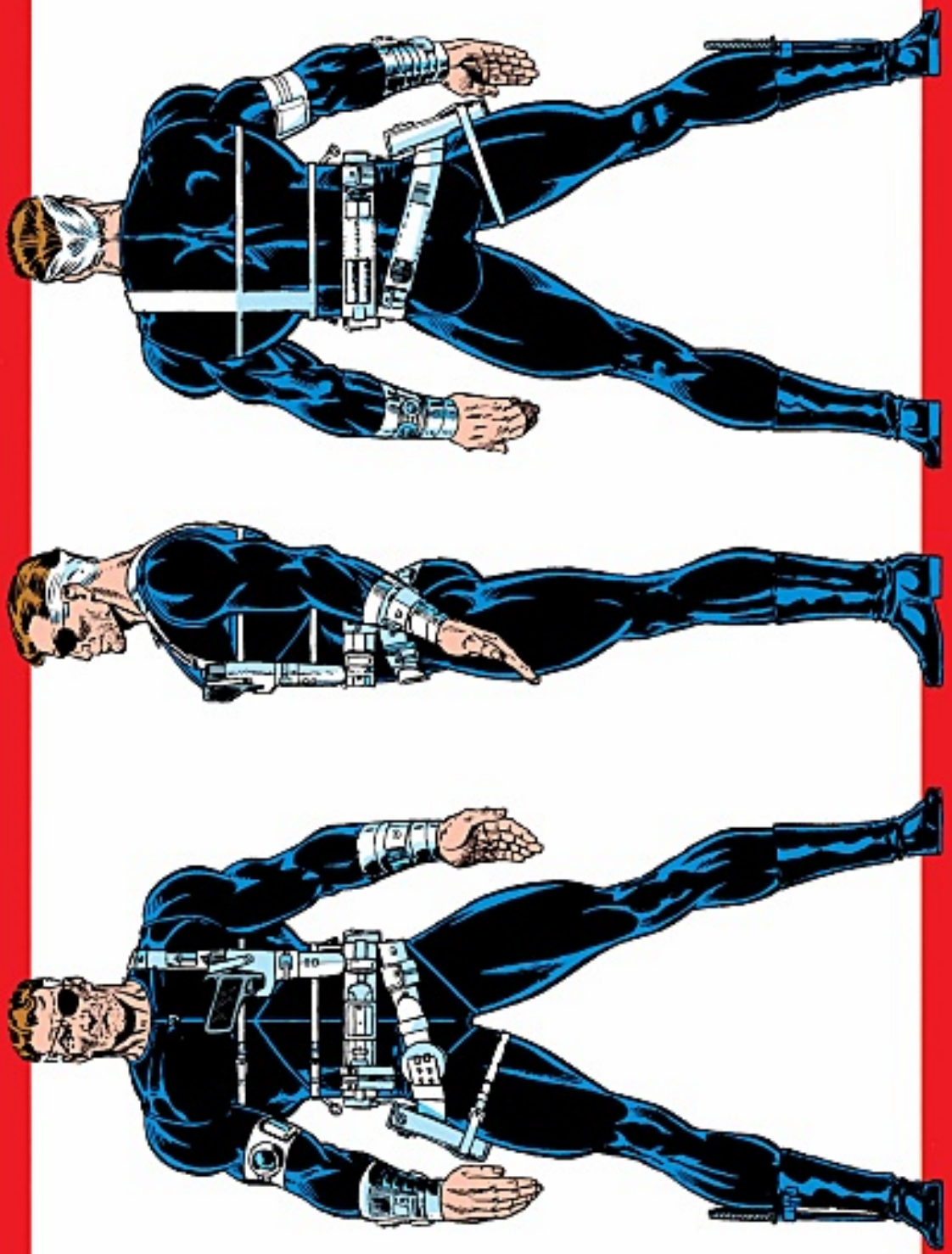
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: Wore equipment (including antennae) for radio communication with his employers and teammates
Transportation: Air vehicles supplied by Count Nefaria or conventional means
Design and manufacture of paraphernalia: Organizer's scientists

BIBLIOGRAPHY

First appearance: DAREDEVIL #10
Origin issue: Frog-Man I's origin is as yet unrevealed.
Significant issues: DAREDEVIL #10-11 (teamed with Ani-Men I as operatives of the Organizer, first battled Daredevil); X-MEN Vol. 1 #94-95 (underwent process giving him superhuman powers, with other Ani-Men invaded Cheyenne mountain missile base for Count Nefaria, fought X-Men); IRON MAN #115-116 (lost his superhuman powers, with other Ani-Men was assigned by Nefaria to kill Tony Stark, fought Iron Man I, killed in explosion)

Note: Frog-Man I is not to be confused with Frog-Man II who first appeared MARVEL TEAM-UP #121.

FURY, NICK™



FURY, NICK

BIOGRAPHICAL DATA

Real names: Nicholas Joseph Fury
Other current aliases: None
Former aliases : Various on undercover missions, including Scorpio
Dual identity: None
Current occupation: Agent of SHIELD (Strategic Hazard Intervention Espionage Logistics Directorate
Former occupation: Stunt flyer, parachuting instructor, U.S. Army soldier and commando leader, intelligence agent, Public Director of original SHIELD, Director of new SHIELD
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New York City
Marital status: Single
Known relatives: Jack Fury (father, deceased), Mr.s Jack Fury (mother, apparently deceased), Jacob "Jake" Fury (Scorpio I, brother, human body deceased, consciousness now in android body), Dawn Fury (sister); Mikel Fury (Scorpio II, son)
Known confidants: Dum Dum Dugan, Kate Neville, Contessa Valentina de la Fontaine, Gabriel Jones, (former) Lady Pamela Hawley (deceased)
Known allies: Dum Dum Dugan, Gabriel Jones, Howling Commandos, Contessa Valentina de la Fontaine, Kate Neville, Alexander Pierce, Al McKenzie, Network Nina, George Washington Bridge, Captain America, Wolverine, Deathlok II, Thing, Fantastic Four, Black Widow, Thor I, Super Agents of SHIELD (Ivory, Knockabout, Psi-Borg, Violence) Captain Simon Savage, (former) General Sam Sawyer, Junior Juniper (both deceased), Jasper Sitwell, Clay Quartermain, Laura Brown, Sidney "Gaffer" Levine (apparently all deceased), Anthony Stark, Daredevil
Major enemies: Baron Wolfgang Von Strucker, Scorpio I, HYDRA, AIM, Yellow Claw, Leviathan IV, Hate-Monger I, Mentallo, Fixer II, Dredmund the Druid, (former) Amber d'Alexisa (deceased), Centurius (deceased), German Third Reich
Usual base of operations: SHIELD Heli-Carrier and Manhattan headquarters, Manhattan apartment
Former bases of operations: (in Howling Commandos) London, England; (in CIA) Langley, Virginia
Current group membership: SHIELD
Former group membership: Howling Commandos, United States Army, Office of Special Services, liaison of MI5 (British Intelligence), Central Intelligence Agency, original SHIELD
Extent of education: High school (possibly unfinished)

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 221 lbs.
Eyes: Brown
Hair: Brown, white at temples
Other distinguishing features: Injured, virtually sightless left eye, over which he

wears a cosmetic eyepatch

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Seasoned unarmed and armed combat expert, was a heavyweight boxer in the army (during World War II), holds a black belt in Tae Kwon Do and a brown belt in Jiu Jitsu. He has honed his unarmed combat skills sparring with Captain America.
Special skills: Combat veteran of three wars (World War II, Korea, Vietnam), plus numerous "military advisor" missions and clandestine operations. Trained as a paratrooper, a Ranger (commando), a demolitions expert, and a vehicle specialist (including aircraft and seagoing vessels). He has received Green and Black Beret Special Forces training.
Superhuman physical powers: None; however, Fury's aging has been greatly retarded by the Infinity Formula, a serum created by Dr. Berthold Sternberg. Fury was first inoculated with the serum in the 1940s. Fury has taken the serum annually until recently. Due to its cumulative effect, Fury no longer needs additional doses to prolong his life span.
Superhuman mental powers: None
Special limitations: 95% vision loss in injured left eye
Source of superhuman powers: Infinity Formula

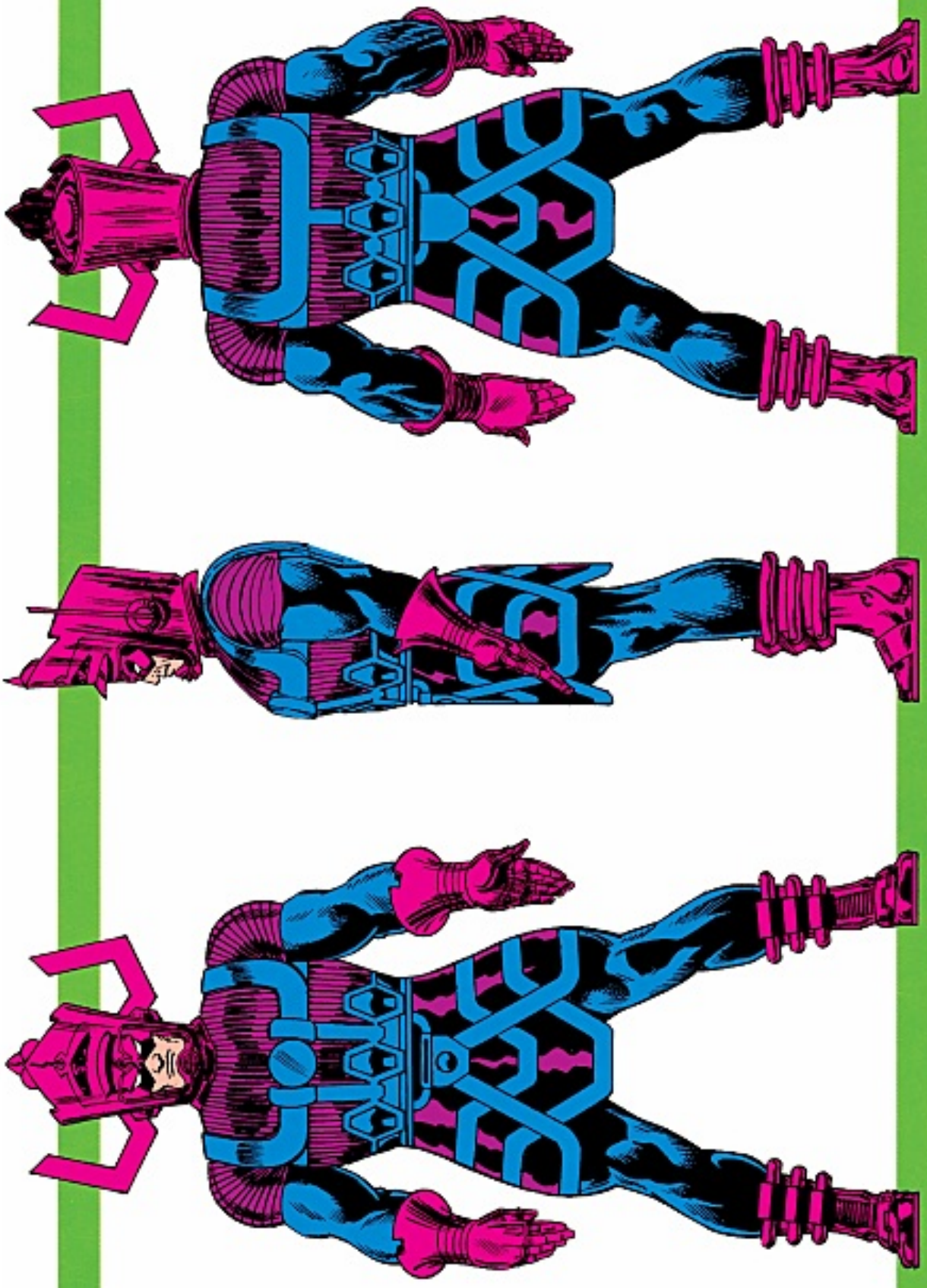
PARAPHERNALIA

Costume specifications: SHIELD uniform made of 9-ply Kevlar (able to withstand ballistic impact up to .45 caliber bullets) and a Beta Cloth (type C), a fire-resistant material whose kindling temperature is 1700 degrees Fahrenheit.
Personal weaponry: (Various types of handguns, including .15 caliber needle gun, a government issue .45 caliber automatic, a captured German Luger in 9mm Parabellum, a modified semi-automatic Walther PPK in 9mm Parabellum, the Ingram MAC-10 machine pistol in .45 caliber.
Special weaponry: Various, has access to entire SHIELD highly advanced arsenal
Other accessories: Numerous SHIELD paraphernalia, including a radio-link tie, and a bulletproof suit.
Transportation: Various and air, land, and seacraft provided by SHIELD
Design and manufacture of paraphernalia: SHIELD technicians

BIBLIOGRAPHY

First appearance: SGT. FURY AND HIS HOWLING COMMANDOS #1

GALACTUS™



GALACTUS

BIOGRAPHICAL DATA

Real name: Galactus
Other current aliases: Ravager of worlds
Former aliases: Galan
Dual identity: None; Galactus is known throughout the universe
Current occupation: Planet destroyer
Former occupation: (as Galan) Space explorer
Citizenship: Inapplicable; (as Galan) Planet Taa in the universe prior to this one
Legal status: Inapplicable
Place of birth: Planet Taa in the universe prior to this one
Marital status: Inapplicable; (as Galan) Unrevealed
Known relatives: None, although he has spoken figuratively of Death as his brother and Eternity as his father because all three were created simultaneously
Note: Unlike Death and Eternity, Galactus is a physical, not an abstract, being.
Known confidants: None
Major allies: The Fantastic Four, Silver Surfer, Thor I, Hercules, Air-Walker II, Firelord, Morg; (former) Air-Walker I (deceased), the Destroyer, Terrax, Dazzler, Nova II (deceased)
Major enemies: Ego, High Evolutionary, Sphinx I, the Beyonder, Doctor Doom, the Skrulls, the Shi'ar, the Elders of the Universe, the In-Betweener, the Black Celestial, Thanos, Magus I, Maelstrom (deceased)
Usual base of operations: Mobile throughout the universe
Former bases of operations: Planet Taa in the universe prior to this one
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: 28' 9"
Weight: 18.2 tons
Eyes: (as Galan) Brown, (as Galactus) White (with square black pupils)
Hair: Black
Other distinguishing features: Galactus's height diminishes by as much as 10' 9" when he is greatly in need of life-giving energy.

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Speed: Superhuman
Flight speed: Warp speed
Stamina: Metahuman
Durability: Godlike
Agility: Metahuman
Reflexes: Metahuman
Fighting skills: Formidable but inexperienced hand-to-hand combatant; despite his vast strength, usually relies on his energy powers in combat.
Special skills and abilities: Scientific knowledge beyond the understanding of humanity

Superhuman physical powers: Ability to manipulate cosmic forces for a virtually unlimited number of effects, including projection of cosmic energy as a concussive force, molecular manipulation of matter, interdimensional teleportation, creation of force shields, levitation, physical transformation of other beings by endowing them with a fraction of his power, and enhancement of his own physical attributes. The full range of Galactus's abilities has yet to be catalogued, and the precise limits of his known abilities are unmeasured.
Superhuman mental powers: Telepathy, ability to mentally manipulate cosmic energy to reshape matter
Special limitations: Galactus subsists on the biospheric energy of certain types of planets, and weakens considerably when in severe need of energy replenishment. Sufficient depletion of his energy levels could result in his death. Galactus could also be destroyed by the alien device known as the Ultimate Nullifier
Source of superhuman powers: Recreation in the current universe as the personification of the balancing force between Death and Eternity

PARAPHERNALIA

Costume specifications: Body which serves to control and regulate his cosmic power
Personal weaponry: None
Special weaponry: None
Other accessories: The Energy Converter, a device capable of destroying planets by reducing them to their basic elements and converting those into pure energy; various robot servants, including the Punisher (not to be confused with the human vigilante, Frank Castle)
Transportation: Taa II, Galactus's worldship, a gigantic starship
Note: Although capable of faster-than-light travel and interdimensional teleportation, Galactus usually prefers to conserve his energy, and travels in his personal starship.
Design and manufacture of paraphernalia: Galactus

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #48
Origin issue: THOR #162, 168-169; SUPER-VILLAIN CLASSICS #1
Significant issues: THOR #168-169/ SUPER-VILLAIN CLASSICS #1 (as Galan, survived the destruction of his universe, recreated in the present universe as Galactus); THOR #162 (emerged from incubation ship, destroyed planet Archeopia); SILVER SURFER Vol. 1 #1 (spared planet Zenn-La, transformed Norrin Radd into his first herald, the Silver Surfer); FANTASTIC FOUR #48-50 (attempted to destroy Earth; thwarted by Uatu the Watcher, the Fantastic Four, and rebelling Silver Surfer; exiled Silver Surfer to Earth)

GAMBIT™

GAMBIT

BIOGRAPHICAL DATA

Real name: Remy LeBeau
Other current aliases: None
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Professional thief
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New Orleans, Louisiana
Marital status: Widowed
Known relatives: Bella Donna Boudreaux (wife, deceased)
Known confidants: Storm, Rogue, (former) Bella Donna
Known allies: X-Men, X-Factor II, X-Force, Excalibur, Lila Cheney, Starjammers, Ghost Rider II
Major enemies: Shadow King, Dr. Lian Shen, Genoshan Magistrates, Deathbird, Shi'ar Imperial Guard, Magneto, Fenris, the Hand, Omega Red, Sabretooth, Mojo, the Brood
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: Cairo, Illinois; New Orleans, Louisiana
Current group membership: X-Men
Former group membership: LeBeau Clan Thieves Guild
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 175 lbs
Eyes: Black, with red pupils
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

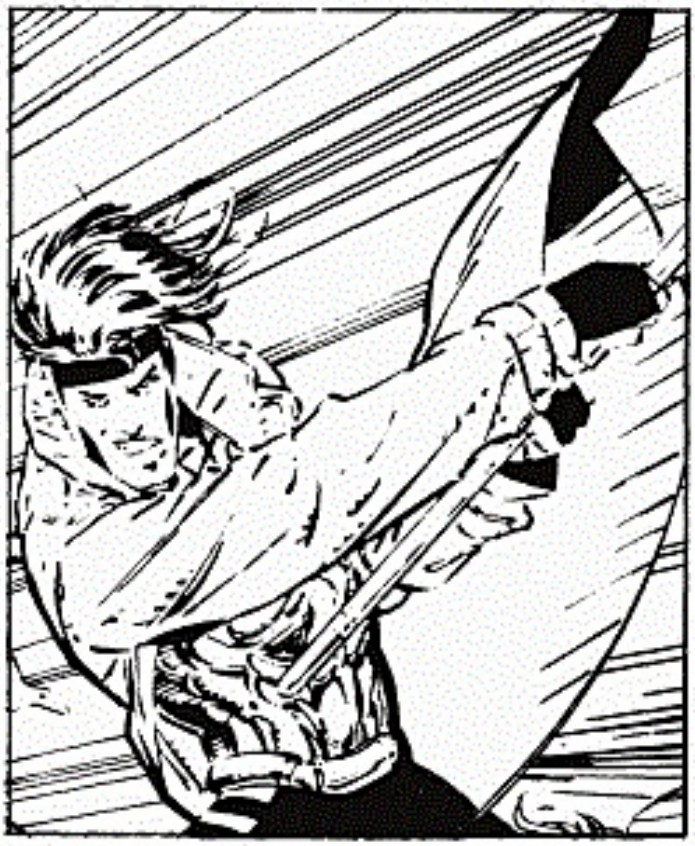
Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Peak human
Fighting skills: Excellent hand-to-hand combatant, utilizing streetfighting techniques and acrobatics
Special skills and abilities: Bilingual in English and French; ability to "charm" others into acceding to his wishes with his speech; ability to throw small objects, including knives, throwing spikes, and playing cards, with great accuracy
Superhuman physical powers: Ability to charge small objects with an unknown form of energy, which explosively releases its charge on impact. when thrown at a target
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Genetic mutation

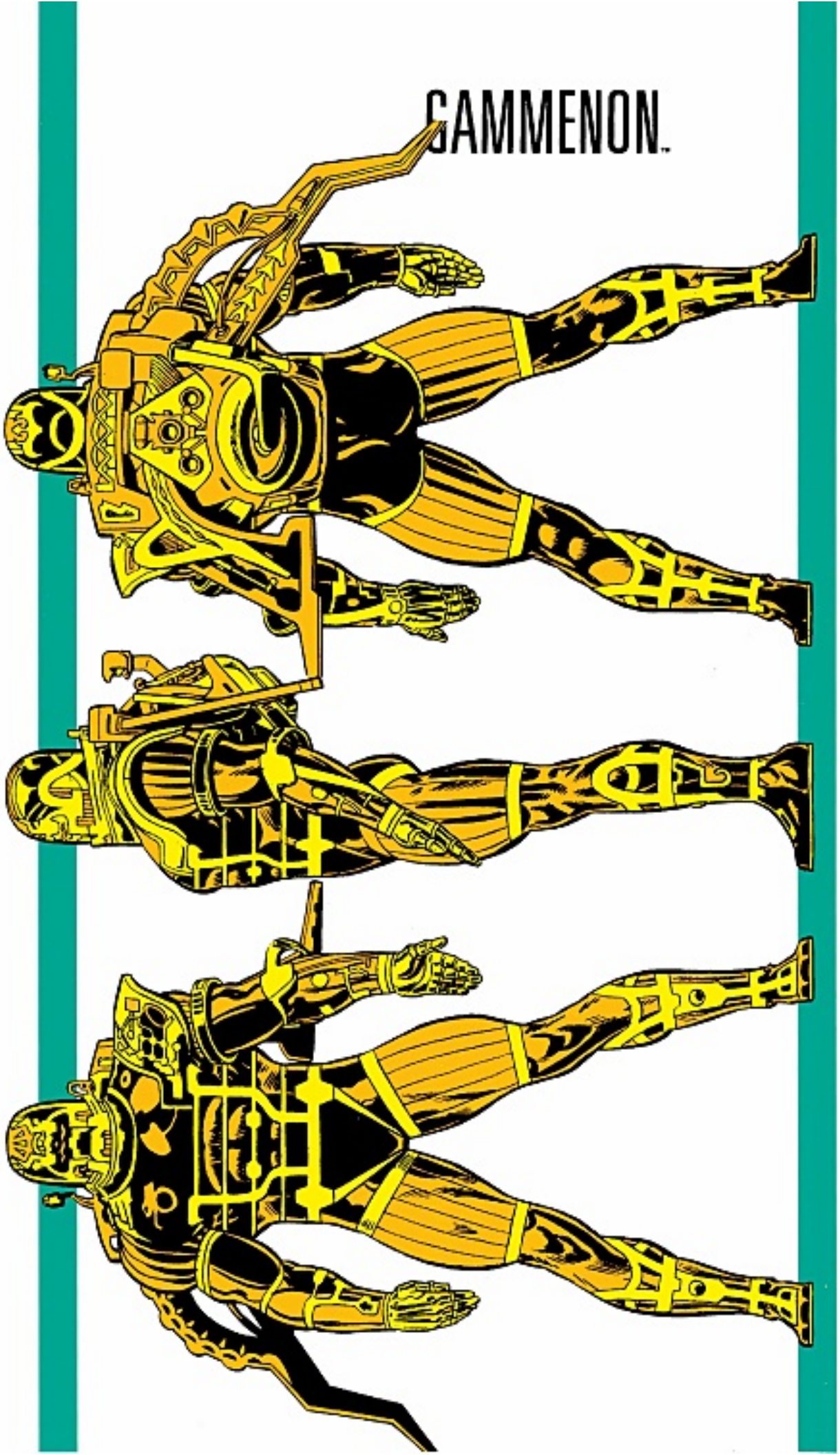
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric and other conventional fabrics
Personal weaponry: Throwing spikes and playing cards (used as throwing weapons)
Special weaponry: None
Other accessories: None
Transportation: X-Men Blackbird jet
Design and manufacture of paraphernalia: (Blackbird) Forge

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #266
Origin issue: Gambit's origin is as yet unrevealed.
Significant issues: UNCANNY X-MEN #266 (first encountered Storm, helped her escape from Shadow King); UNCANNY X-MEN #267 (alongside Storm, battled Nanny and the Orphan-Maker); UNCANNY X-MEN #270-272 (first encountered the X-Men; alongside the X-Men, X-Factor I, and New Mutants, battled the Genoshans); UNCANNY X-MEN #273 (fought Wolverine in training session); UNCANNY X-MEN #274-277 (alongside the X-Men, taken to Shi'ar galaxy by Lila Cheney; alongside the X-Men and Starjammers, battled Deathbird, Imperial Guard, and Warskrulls); UNCANNY X-MEN #278-280/X-FACTOR #69 (alongside X-Men and X-Factor I, battled Shadow King; temporarily mind-controlled by Shadow King); X-MEN Vol. 2 #1-3 (alongside X-Men, battled Magneto and his Acolytes); X-MEN Vol. 2 #4-7 (alongside the X-Men, battled Fenris, the Hand, Omega Red, and Sabretooth); X-MEN ANNUAL Vol. 2 #1 (alongside the X-Men, battled Mojo); X-MEN Vol. 2 #8 (fought Bishop, attacked by estranged wife Bella Donna; recounted how he fled from New Orleans after killing his brother-in-law in self defense); GHOST RIDER Vol. 2 #26-27/X-MEN Vol. 2 #9 (alongside X-Men, first encountered Ghost Rider II; battled Brood Queen and Brood-possessed Ghost Rider II; witnessed death of his wife); X-MEN Vol. 2 #10 (began romance with Rogue)




GAMMENON™

GAMMENON THE GATHERER

BIOGRAPHICAL DATA

Real name: Gammenon
Other current aliases: The Gatherer
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of Gammenon's existence
Current occupation: Data collector, gatherer of specimens
Former occupation: Unrevealed
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: Unrevealed
Marital status: Unrevealed, possibly inapplicable
Known relatives: Unrevealed, possibly inapplicable
Known confidants: Unrevealed, possibly inapplicable
Major enemies: Unknown
Usual base of operations: Unknown, Celestials have moved throughout known space
Former bases of operations: Unknown
Current group membership: The Celestials
Former group membership: The First, Second, Third and Fourth Celestial Hosts
Extent of education: Unknown, perhaps inapplicable

PHYSICAL DESCRIPTION

Height: 2000' (approximately)
Weight: Unrevealed
Eyes: Unrevealed, perhaps inapplicable
Hair: Unrevealed, perhaps inapplicable
Other distinguishing features: Despite its immense size, Gammenon apparently has the bodily proportions of a humanoid being evolved in Earth's atmosphere and gravity.

POWERS AND ABILITIES

Intelligence: Unrevealed, possibly immeasurable
Strength: Unrevealed, possibly immeasurable
Speed: Normal
Stamina: Unrevealed, possibly immeasurable
Durability: Unrevealed, possibly totally indestructible
Agility: Normal, possibly below normal
Reflexes: Normal, possibly below normal
Fighting skills: Unrevealed, if any
Special skills and abilities: Extraordinarily advanced knowledge of genetics and mathematics, others unknown
Superhuman physical powers: Celestials are total enigmas, whose physical powers may be equal or superior to the most powerful physical beings in the known universe.
Superhuman mental powers: Unknown, probably telepathy and other psionic powers
Special limitations: Unknown, but the Celestials do not appear to have the capacity to time or dimension travel

Source of superhuman powers: Unknown

PARAPHERNALIA

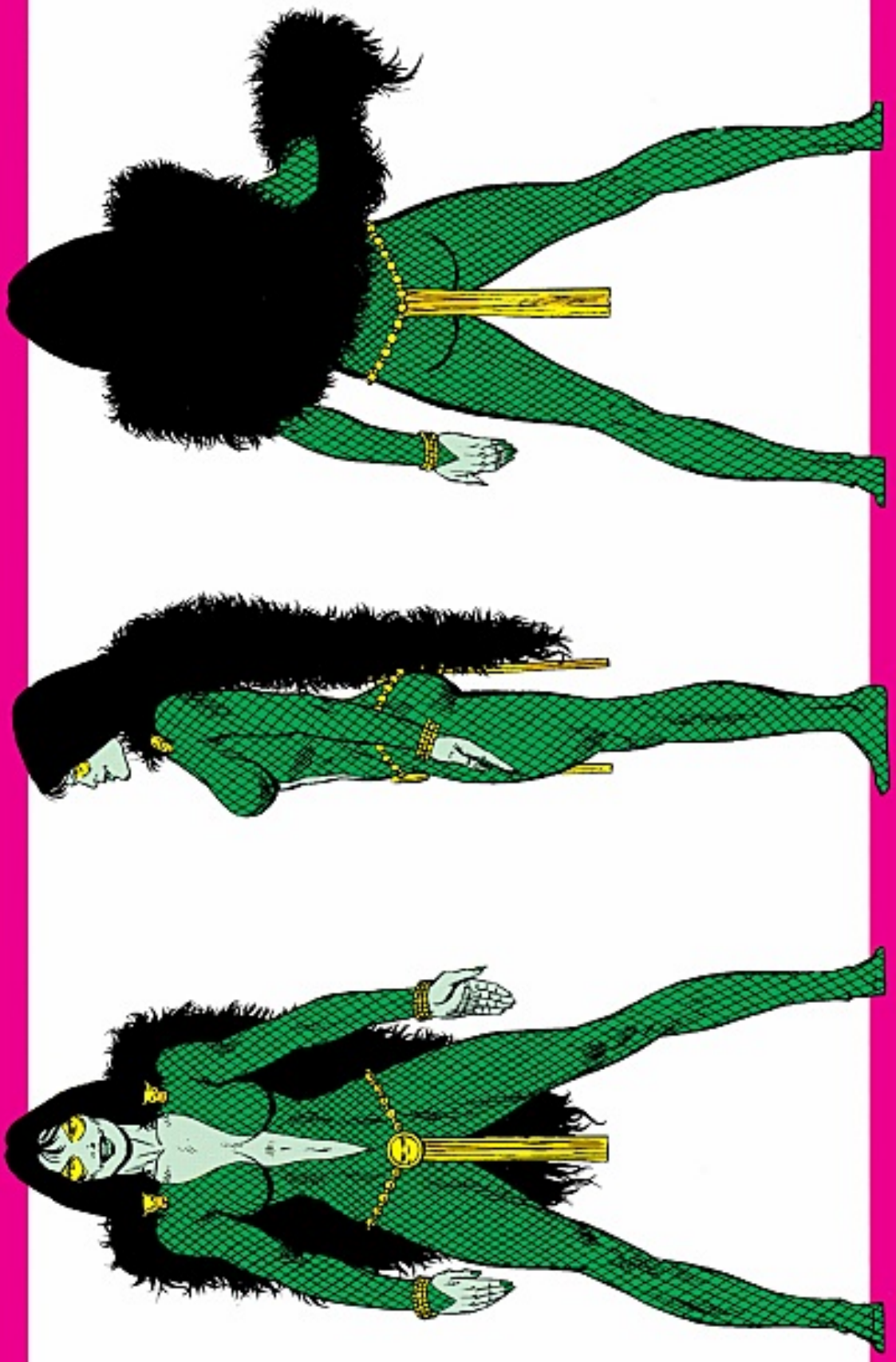
Costume specifications: Unknown, possibly armament or tissue composed of unrevealed alien metal
Personal weaponry: Unrevealed
Special weaponry: Unrevealed
Other accessories: (used with First Celestial Host) A gathering device composed of living metal which captures and tranquilizes specimens collected by Gammenon for study and analysis by his fellow Celestials; (used with Fourth Celestial Host) A gather-rod, approximately 1,250' in length, holding in stasis a cluster of life-seed capsules containing the stored atoms of living organisms collected by Gammenon
Transportation: All Celestials can levitate. The Fourth Celestial Host travels through space by means of an immense mothership almost as large as Earth's moon. It is unknown if Celestials can convert themselves to energy for teleportation like the Watchers can.
Design and manufacture of paraphernalia: Unknown

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #4
Origin issue: Gammenon's origin is as yet unrevealed.

Significant issues: WHAT IF Vol.1 #23 (among First Celestial Host that visited Earth approximately one million years ago, captured man-ape specimens which became Earth's first Deviants and Eternals); ETERNALS Vol. 1 #4 (as part of Fourth Celestial Host, landed on Earth, sighted by Ajak and Dr. Daniel Damian); ETERNALS Vol. 1 #6 (captured SHIELD agents Tyler, Parks, and Stevenson; reduced them to atoms); ETERNALS Vol. 1 #7 (allowed Ajak to temporarily restore captured SHIELD agents); THOR #283-284 (encountered Thor; captured an airliner and its passengers, including Don Blake, SHIELD agent Johnson, and Ereshkigal); INCREDIBLE HULK Vol. 2 #243 (witnessed transformation of Tyrannus by the Deviants' Flame of Life and his dissipation into space); THOR #300 (stood assembled with nine of the other members of the Fourth Host in Peru, participated in repulsion of attack by the Destroyer, the Uni-Mind, and Thor, left Earth); SECRET WARS II #5 (alongside Celestials, allegedly encountered the Beyonder); QUASAR #25 (witnessed near-destruction of universe by black hole created by Maelstrom)

GAMORA™



GAMORA

BIOGRAPHICAL DATA

Real name: Gamora
Other current aliases: The Most Dangerous Woman in the Universe
Former aliases: Bambi Long
Dual identity: None; the general populace of earth is unaware of Gamora's existence.
Current occupation: Adventurer
Former occupation: Assassin, minion of Thanos
Citizenship: The planet Zen-Whoberi
Legal status: No known criminal record
Place of birth: The planet Zen-Whoberi, Silican system, Milky Way Galaxy, in an alternate future
Marital status: Single
Known relatives: None
Known confidants: Adam Warlock, Pip the Troll
Known allies: Adam Warlock, Infinity Watch (Drax, Moondragon, Pip the Troll), Doctor Strange, Silver Surfer, (former) Dragon of the Moon, Captain Mar-Vell, Thanos
Major enemies: Thanos, Man-Beast, (former) Magus I, Defenders, Black Knights and Grand Inquisitor of the Universal Church of Truth
Usual base of operations: Mobile within the known universe
Former bases of operations: The space station *Sanctuary*, "Soulworld" (the pocket dimension within Adam Warlock's Soul Gem)
Current group membership: Infinity Watch
Former group membership: Thanos's minions
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 170 lbs
Eyes: Green
Hair: Black
Other distinguishing features: Light green skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Formidable hand-to-hand combatant, trained in the martial arts techniques from various planets, trained in the uses of the known weaponry of the Milky Way Galaxy, and stealth techniques
Special skills and abilities: Highly skilled in gymnastics and assassination techniques
Superhuman physical powers: None
Superhuman mental powers: None; formerly possessed telepathic link to Thanos
Special limitations: None known

Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Alien fabric
Personal weaponry: Uses a wide variety of weaponry, most notably a dagger whose unknown properties made it capable of slaying even beings of such godlike power as Thanos and Magus I
Special weaponry: Possesses the Infinity Gem called the "time gem," which responds to her mental commands and thereby enables her to exercise an apparently unlimited control over time. She says she does not know how to employ this power and prefers not to use it.
Other accessories: None
Transportation: Starships
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #180
Origin issue: WARLOCK #10
Significant issues: STRANGE TALES Vol. 1 #180-181 (first met Adam Warlock, became his ally); WARLOCK #9-11 (failed in attempt to kill Magus I; aided Thanos and Adam Warlock against the Black Knights of the Universal Church of Truth and Magus's Death Squad); WARLOCK #15 (assigned by Thanos to protect Adam Warlock, became suspicious of Thanos's plans, was attacked by Drax the Destroyer); CAPTAIN MARVEL #31-33 (aided Captain Mar-Vell, Drax, and the Avengers against Thanos); AVENGERS ANNUAL #7/MARVEL TWO-IN-ONE ANNUAL #2 (attempted to slay Thanos to prevent his destroying all life in the universe, was mortally wounded by Thanos, warned Adam Warlock of his plans, died, her spirit was absorbed into Warlock's Soul Gem; spirit reunited with that of Adam Warlock in the "Soulworld" within his Soul Gem); SILVER SURFER Vol. 3 #46-47 (met Silver Surfer in "Soulworld," fought Drax the Destroyer); INFINITY GAUNTLET #1 (returned to corporeal world by taking possession of the body of Bambi Long, whose body then began transforming into a duplicate of Gamora's; caused to vanish from existence by Thanos); INFINITY GAUNTLET #6 (returned to life by Nebula); DOCTOR STRANGE Vol. 3 #36 (with Pip the Troll, persuaded Doctor Strange to help them find and stop Adam Warlock, who was going mad with power; was reconciled with Warlock); WARLOCK AND THE INFINITY WATCH #2 (given "time gem" by Adam Warlock, joined the Infinity Watch)

GARDENER™

GARDENER

BIOGRAPHICAL DATA

Real name: Ord Zyonyz
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of the Gardener's existence
Current occupation: Botanist
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: No known criminal record
Place of self-awareness: Seyfert Galaxy M-77
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Elders of the Universe, Spider-Man, Adam Warlock, Ego
Major enemies: The Stranger, the Hulk, Galactus, the Silver Surfer, Mantis, Nova II (deceased), Death, the In-Betweener, Thanos
Usual base of operations: Mobile throughout known space and various microverses
Former bases of operations: Earth's moon
Current group membership: Elders of the Universe
Former group membership: None known
Extent of education: Unrevealed, but has accumulated extensive knowledge in botany over the millennia

PHYSICAL DESCRIPTION

Height: 7' 1"
Weight: 390 lbs.
Eyes: Purple
Hair: Grey
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Unrevealed
Speed: Unrevealed
Flight speed: (with Infinity Gem) Warp Speed
Stamina: Unrevealed
Durability: Demi-godlike regenerative
Agility: Unrevealed
Reflexes: Unrevealed
Fighting skills: Minimal
Special skills and abilities: Vast knowledge of botany of countless alien worlds
Superhuman physical powers: The ability to manipulate cosmic energy for a variety of effects, including virtual immortality, and the ability to increase his physical attributes to unrevealed superhuman levels. Currently, due to his machinations with other Elders against Death, he cannot die by any means.
Superhuman mental powers: Unrevealed
Special limitations: Unrevealed
Source of superhuman powers: Manipulation of cosmic energy

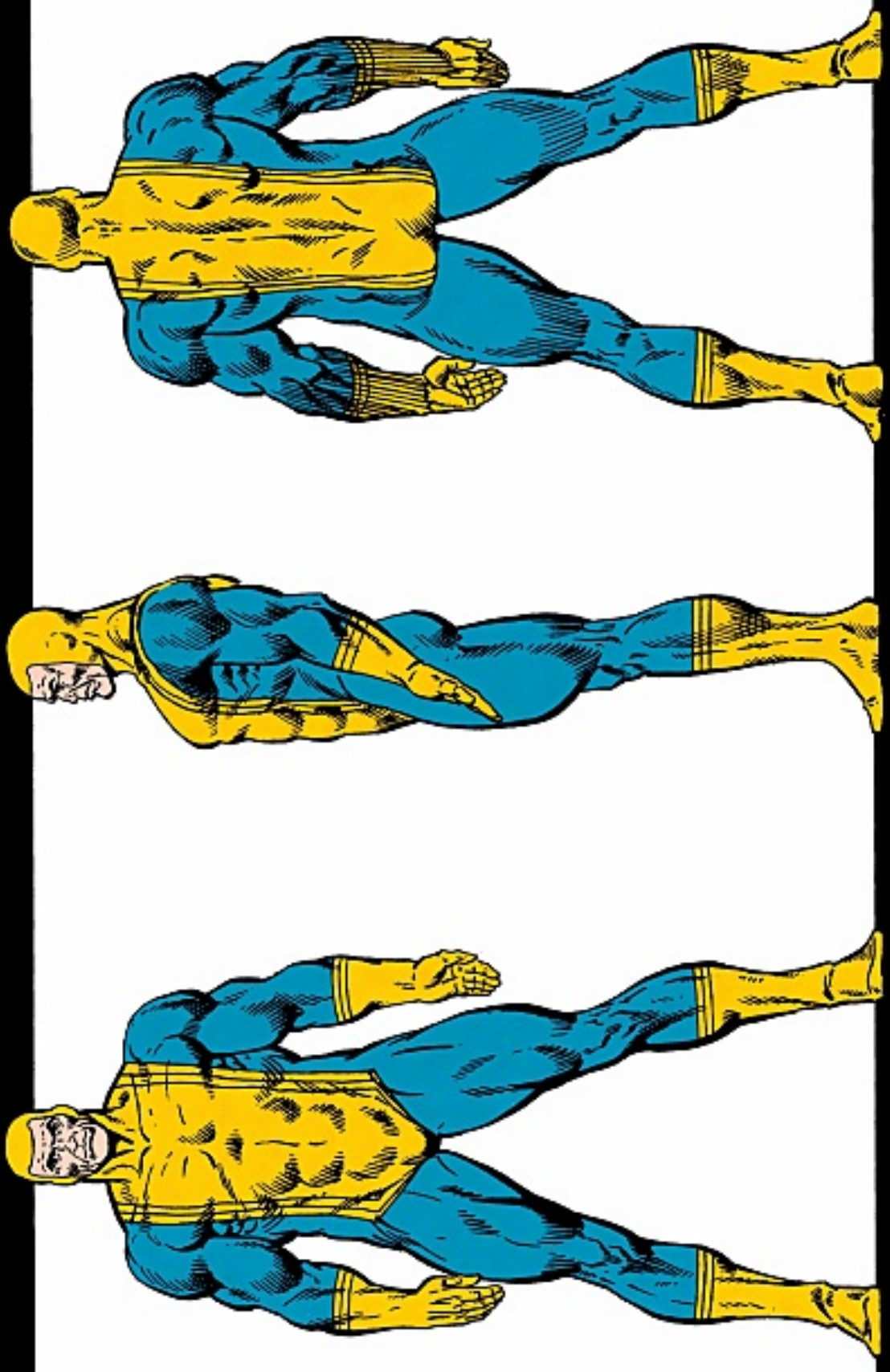
PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: A crooked staff composed of unspecified materials through which he can channel cosmic energy
Special weaponry: None
Other accessories: (former) Various of the Infinity Gems at one time or another
Transportation: Interstellar flight via an Infinity Gem
Design and manufacture of paraphernalia: Ord Zyonyz

BIBLIOGRAPHY

First appearance: MARVEL TEAM-UP #55
Origin issue: The Gardener's origin is as yet unrevealed.
Significant issues: MARVEL TEAM-UP #55 (alongside Spider-Man and Adam Warlock, battled the Stranger on Earth's moon: abandoned his Soul Gem); INCREDIBLE HULK Vol. 2 #247-248 (revealed to possess Adam Warlock's Soul Gem, journeyed to K'ai to create a paradise valley, battled the Hulk, lost possession of Gem); SECRET WARS II #6 (among group of abstract and near-omnipotent beings confronting the Beyonder and Dave); SILVER SURFER Vol. 3 #4 (participated in the Elders' plot to kill Galactus); SILVER SURFER Vol. 3 #7 (used Earth plants to capture Mantis); SILVER SURFER Vol. 3 #9-10 (battled Galactus and Silver Surfer; converted to energy and consumed by Galactus); SILVER SURFER Vol. 3 #17-19 (along with other Elders devoured by Galactus, caused Galactus "cosmic indigestion" from within; escaped from Galactus; took possession of an Infinity Gem; witnessed battle between Galactus and In-Betweener, aided Silver Surfer, Nova II, and other Elders in helping Galactus defeat the In-Betweener; fled to escape the wrath of Galactus); THANOS QUEST #1 (battled Thanos for the Time Gem, defeated); QUASAR #38 (among group of abstract and near-omnipotent beings questioning the Beyonder and Dave, as seen from Dimension of Manifestations)
Note: It is as yet unexplained how the Gardener came to be included in the assembly which once confronted the Beyonder, which included Uatu the Watcher, Eternity, the In-Betweener, the Living Tribunal, Lord Chaos, Master Order, and a Celestial.

GARGANTUA



GARGANTUA

BIOGRAPHICAL DATA

Real name: Edward Cobert
Other current aliases: None
Former aliases: Leviathan
Dual identity: Secret
Current occupation: Professional criminal
Former occupation: Scientist
Citizenship: United States of America
Legal status: No criminal record as yet
Place of birth: Unrevealed
Marital status: Presumed single
Known relatives: None
Known confidants: None
Known allies: (former) Professor Power, the Mad Thinker
Major enemies: USAgent, Wonder Man, the Wasp
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: None
Former group membership: SHIELD, Secret Empire
Extent of education: SHIELD Academy graduate, PhD. in biochemistry

PHYSICAL DESCRIPTION

Height:
Weight: Unrevealed
Eyes: Pale blue
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Below normal
Strength: Superhuman Class
Speed: Athlete
Stamina: Enhanced human

Durability: Metahuman
Agility: Below normal
Reflexes: Athlete
Fighting skills:
Special skills and abilities: None
Superhuman physical powers: Superhuman size, strength, and durability
Superhuman mental powers: None
Special limitations: Severely limited intelligence as a side effect of his physical transformation
Source of superhuman powers: Artificial cellular enhancement

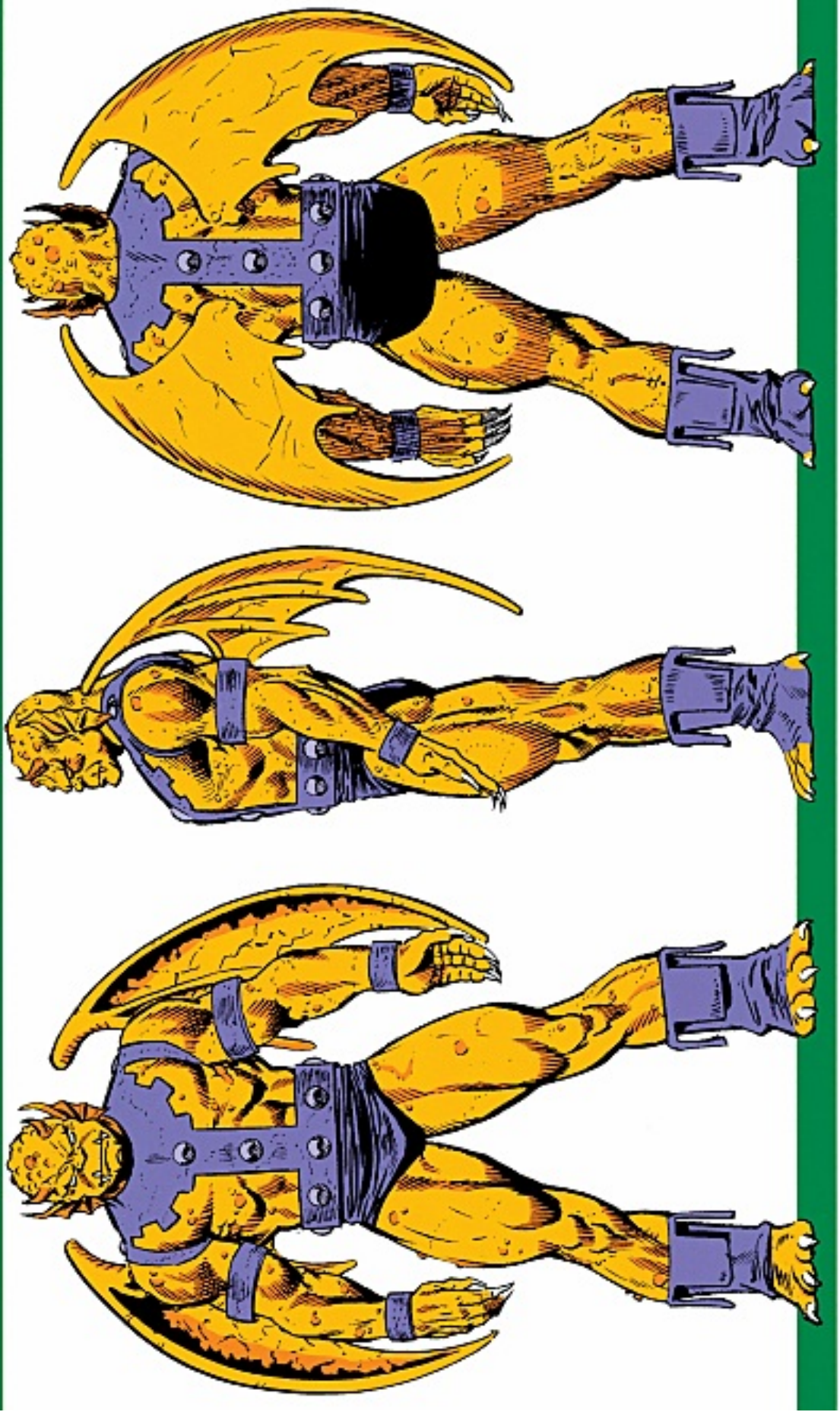
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Usually on foot
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (as Leviathan) DEFENDERS #126, (as Gargantua) AVENGERS SPOTLIGHT #28
Origin issues: DEFENDERS #126
Significant issues: DEFENDERS #126 (background as renegade SHIELD scientist working for the Olympus Project revealed, escaped SHIELD custody, battled and subdued by the Defenders); DEFENDERS #128 (freed from SHIELD custody by Professor Power, used as henchman); CAPTAIN AMERICA #338 (as Power's henchman, battled replacement Captain America and Bucky, overpowered); AVENGERS SPOTLIGHT #28 (given new name Gargantua by Mad Thinker, used as field agent, battled Wonder Man and the Wasp)

GARGOYLE™



GARGOYLE II

BIOGRAPHICAL DATA

Real name: Isaac Christians
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Unrevealed
Former occupation: Soldier, mayor, professional adventurer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Christianboro, Virginia
Marital status: Single
Known relatives: Ezekiel Christians (father, deceased); Mary Christians (mother deceased); Jeremiah Christians (brother, deceased)
Known confidants: Buster Henderson (deceased), Elaine Willoughby Henderson (deceased), Dolly Donahue
Known allies: Defenders (Dr. Strange, Valkyrie, Nighthawk II [deceased], Hellcat, Son of Satan, Devil-Slayer, Namor the Sub-Mariner, Beast, Angel, Iceman, Cloud, Moondragon, Interloper, Manslaughter, Andromeda), Derwyddon, Mentor, Sundragon, Demeityr
Major enemies: Avarrish, the Six-Fingered Hand, the unnamed gargoyle (whose body Isaac Christians inhabited), Dragon of the Moon
Usual base of operations: Mobile throughout space
Former bases of operations: Defenders headquarters, Montclair, New Jersey; Defenders Mansion, Colorado Rocky Mountains; Titan (moon of Saturn); the Stranger's laboratory world
Current group membership: None
Former group membership: The Six-Fingered Hand, the Defenders
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9", (as Gargoyle) 5' 10"
Weight: 150 lbs., (as Gargoyle) 204 lbs.
Eyes: Blue, (as Gargoyle) Red
Hair: White, (as Gargoyle) None
Other distinguishing features: Rough-textured orange skin, horns on forehead, webbed ears, taloned fingers and toes, and small bat-like wings

POWERS AND ABILITIES

Intelligence: Normal
Strength: Below normal, (as Gargoyle) Enhanced human
Speed: Below normal, (as Gargoyle) Athlete
Flight speed: Directed motion hovering
Stamina: Below normal, (as Gargoyle) Enhanced human
Durability: Below normal, (as Gargoyle) Superhuman regenerative
Agility: Below normal, (as Gargoyle) Athlete
Reflexes: Below normal, (as Gargoyle) Athlete
Fighting skills: Minimal
Special skills and abilities: Student of the occult with minor mystical ability
Superhuman physical powers: Aside from the above listed attributes, Gargoyle

had the ability to manipulate biomystical energy for a number of effects: siphoning life-energy from victims, concussive force blasts, projection of an energy field for protection against magical spells and power bolts, projection of the emotion of fear into others

Superhuman mental powers: None

Special limitations: Overexpenditure of biomystical energy over a short time could weaken or kill the Gargoyle; also, he could be commanded to act against his will by a wizard who spoke a particular obscure spell

Source of superhuman powers: Magical transfer of Isaac Christian's spirit into the body of the Gargoyle

PARAPHERNALIA

Costume specifications: Ordinary fabric

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Flight under own power

Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

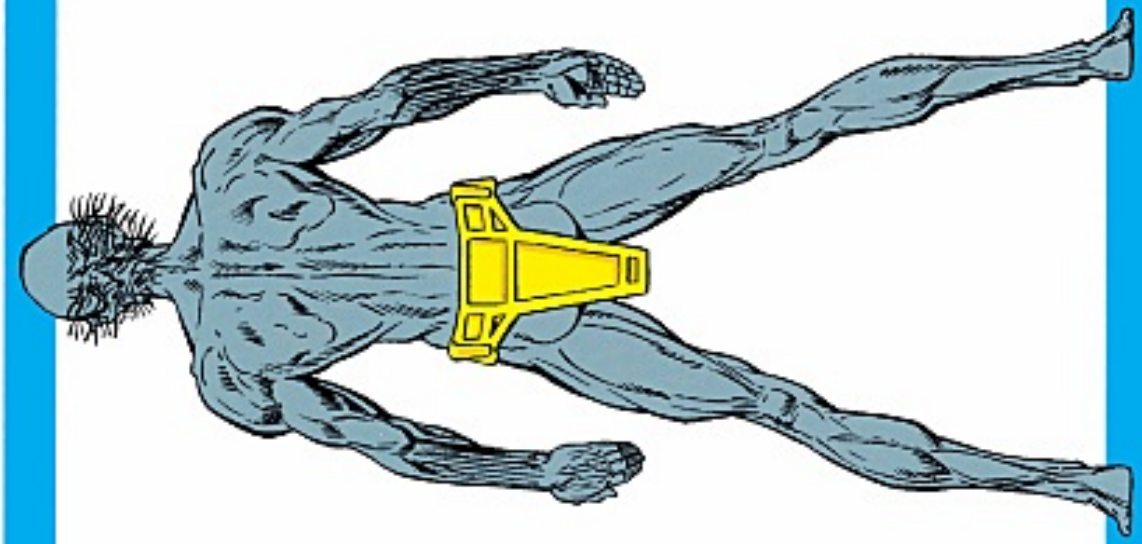
First appearance: DEFENDERS #94

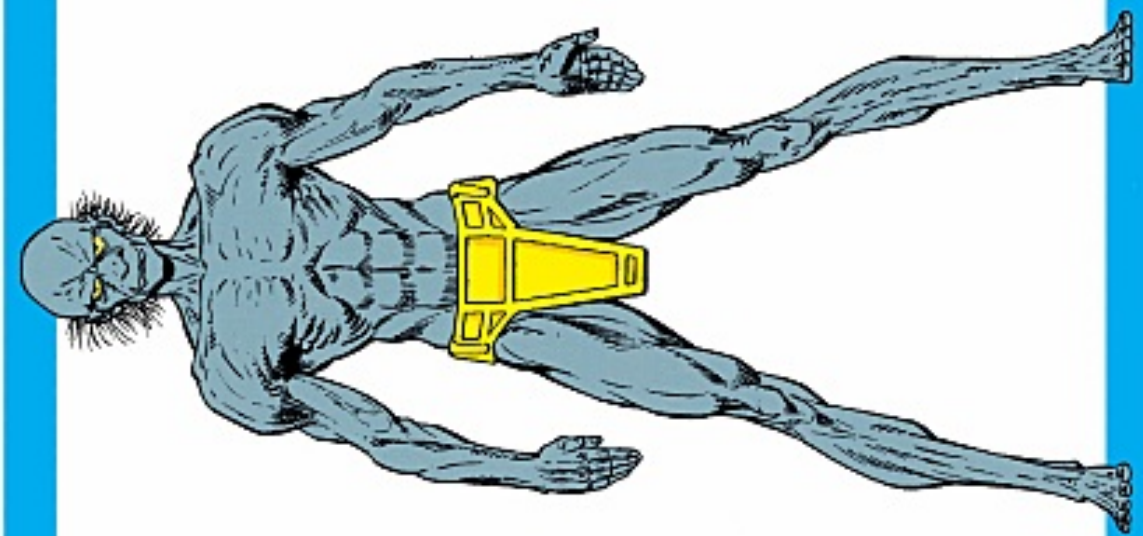
Origin issue: DEFENDERS #94, GARGOYLE #1-3

Significant issues: DEFENDERS #94 (made pact with the demon Avarrish to inhabit a gargoyle's body and act as an agent of the Six-Fingered hand in order to save his dying home town of Christianboro; captured Hellcat, battled the Defenders; rebelled, trapped in gargoyle's body, joined the Defenders); DEFENDERS #99-100 (alongside Defenders, defeated Six-Fingered Hand); DEFENDERS #112-114 (alongside Defenders, helped the Squadron Supreme defeat the Over-Mind and Null the Living Darkness); DEFENDERS #136-137 (controlled by Afghan wizard, battled the Defenders); GARGOYLE #1-4 (returned to Christianboro; restored to human form by gargoyle; with the druid, defeated the gargoyle, returned to gargoyle's body); DEFENDERS #152 (soul separated from gargoyle body by Moondragon, who used body as vessel for Dragon of the Moon, gargoyle body carbonized when Defenders defeated Moondragon and Dragon of the Moon); SOLO AVENGERS #16, 18, 20 (soul revealed to have survived in a crystal talisman, reconciled with spirit of Moondragon, journeyed with Pamela Douglas to Titan; witnessed rebirth of Moondragon; restored to bodily form by Cloud with the power to change from Gargoyle to Christians at will); QUASAR #19-20 (alongside the Presence, Starlight, Jack of Hearts, and others, returned to Earth from the Stranger's world)

Note: The Gargoyle is not to be confused with the Soviet scientist who was the father of the Gremlin and who encountered the Hulk in INCREDIBLE HULK Vol. 1 #1.

GAROKK™





GAROKK THE PETRIFIED MAN

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Lazarus, The Petrified Man
Former aliases : Kirk Marston, Terminus III
Dual identity: None; the general populace of Earth is unaware of Garokk's existence
Current occupation: Inapplicable
Former occupation: Sailor, sun god, guardian servant of Magneto
Citizenship: United Kingdom
Legal status: None
Place of birth: Somewhere in England
Marital status: Unrevealed, currently unmarried
Known relatives: None
Known confidants: Ka-Zar
Known allies: High Evolutionary, (formerly) Zaladane, Ka-Zar
Major enemies: (formerly) Ka-Zar, Zaladane, the X-Men, Magneto, Terminus II
Usual base of operations: The Savage Land
Former bases of operations: (during 1400s) England, *H.M.S. Drake* mobile throughout the Atlantic Ocean, (following centuries) England, mobile throughout the world
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7'
Weight: 355 lbs.
Eyes: Brown, (as Petrified Man) Yellow
Hair: Brown, (as Petrified Man) Virtually none
Other distinguishing features: Garokk's skin and much, perhaps all, of his body tissue have been transformed into organic, stone-like substances, giving him gray skin that seems rock-like and "petrified" in appearance

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Metahuman
Durability: Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills: None known
Superhuman physical powers: Aside from the above listed physical attributes, Garokk has the ability project tremendous amounts of heat, light, and concussive force from his eyes. He can tap into other energy sources to replenish his own powers. Ability to create dimensional warps with energy projected from his eyes. Ability to transform into being of pure energy, and then back into his stone-like physical form at will.

Superhuman mental powers: Limited telepathic ability which allows him to learn of the activities of his worshippers through his dreams
Special limitations: Immersion in pool which gave him his powers will cause Garokk to revert to human form; can be magically forced by Zaladane to respond to her summons or else suffer intense pain; can temporarily exhaust his energy projection powers through overuse unless he taps into outside energy sources
Source of superhuman powers: Mutagenic effects of liquid from fiery underground pool in Savage Land

PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: ASTONISHING TALES #2
Origin issue: ASTONISHING TALES #3
Significant issues: ASTONISHING TALES #2-5 (first met Ka-Zar; revealed origin to Ka-Zar, journeyed with him to Savage Land to prevent his worshippers, the Sun People, from waging war there; gained energy powers, transformed to pure energy, forced an end to the Sun People's war by dissolving their weapons; returned to physical form, went insane, seeking to destroy all life on Earth to bring about peace, battled Ka-Zar who plunged him into underground pool, causing him to revert to normal, but extraordinarily aged form, recovered sanity in dying of extreme old age, corpse turned to ash); UNCANNY X-MEN #115-116 (magically resurrected in body of Kirk Marston, transformed into a duplicate of Garokk's own by Zaladane; with Zaladane, attempted to unite the Savage Land tribes by forcing them to erect a colossal city for them, clashed with Ka-Zar and X-Men, battled Cyclops, fell into city's thermal shaft); UNCANNY X-MEN #149 (transformed into a giant half-crystalline creature with dulled intelligence, forced by Magneto to serve as guardian of his Antarctic base, battled the X-Men there, fell into deep pit); X-MEN ANNUAL #12 (restored to original "Petrified Man" form and normal size; placed under mental control by Terminus and forced to operate life-size Terminus armor and battle X-Men; freed from armor by X-Men and regained free will; agreed to serve as power source for High Evolutionary's machinery that restored tropical environment to the Savage Land; allegedly infusing Garokk's essence into the land, causing him to cease to exist as an individual entity)

GATECRASHER™

GATECRASHER

BIOGRAPHICAL DATA

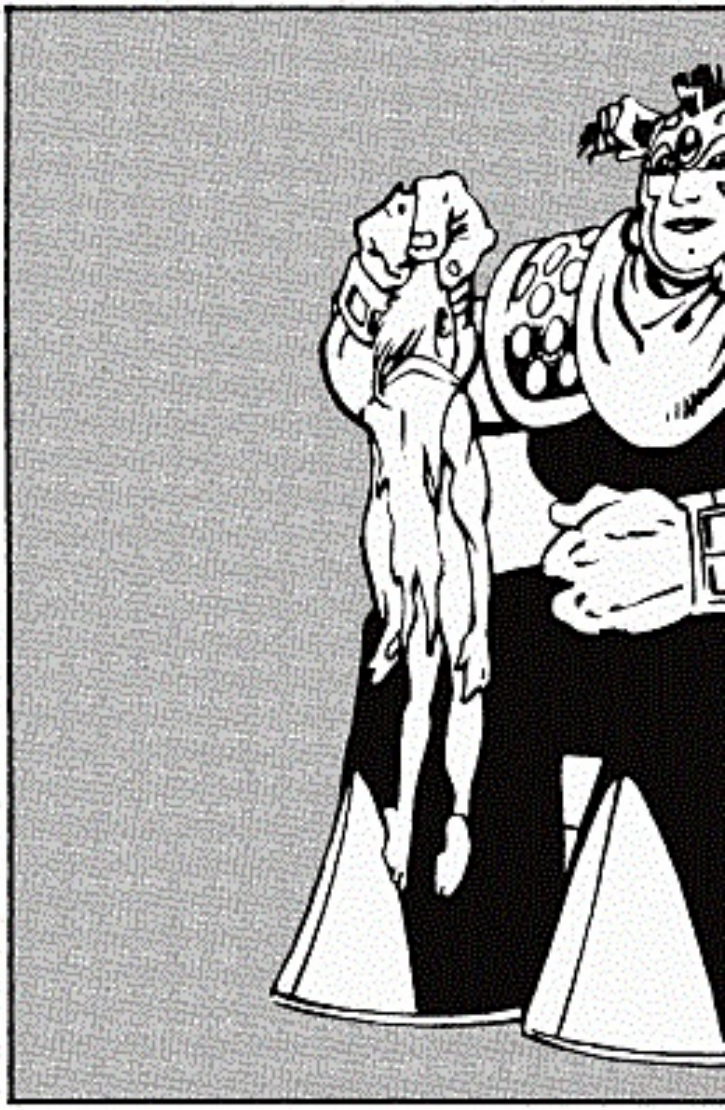
Real name: Unrevealed, if any
Other current aliases: None known
Former aliases: None known
Dual identity: Possibly inapplicable
Current occupation: Bounty hunter
Former occupation: None known
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Technet
Major enemies: Excalibur
Usual base of operations: Currently a pier in Brighton, England
Former bases of operations: Mobile
Current group membership: Leader of the Technet
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 8' 3"
Weight: 1111 lbs.
Eyes: Red
Hair: Indigo blue
Other distinguishing features: Blue skin

POWERS AND ABILITIES

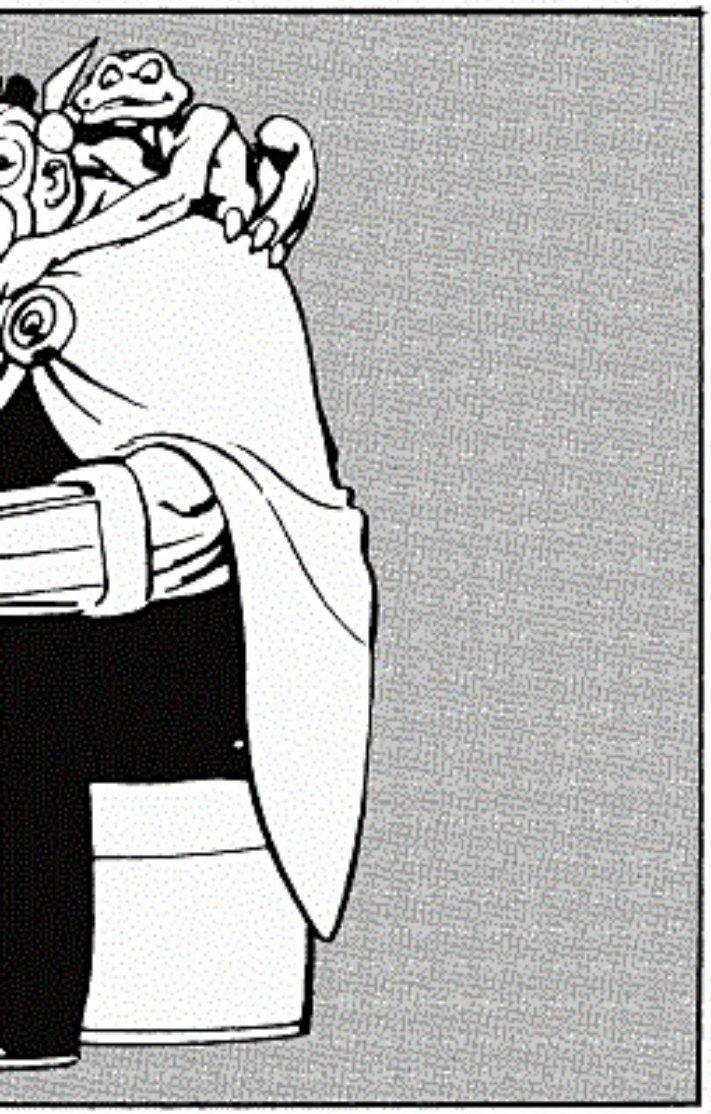
Intelligence: Normal
Strength: Enhanced human
Speed: Normal
Stamina: Enhanced human
Durability: Enhanced human
Agility: Normal
Reflexes: Normal
Fighting skills: Moderate hand-to-hand combat ability, relies on strength rather than skill
Special skills and abilities: None known
Superhuman physical powers: Super-



human strength, stamina, and durability
Special limitations: Telepathy to an unknown limit
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Unknown materials

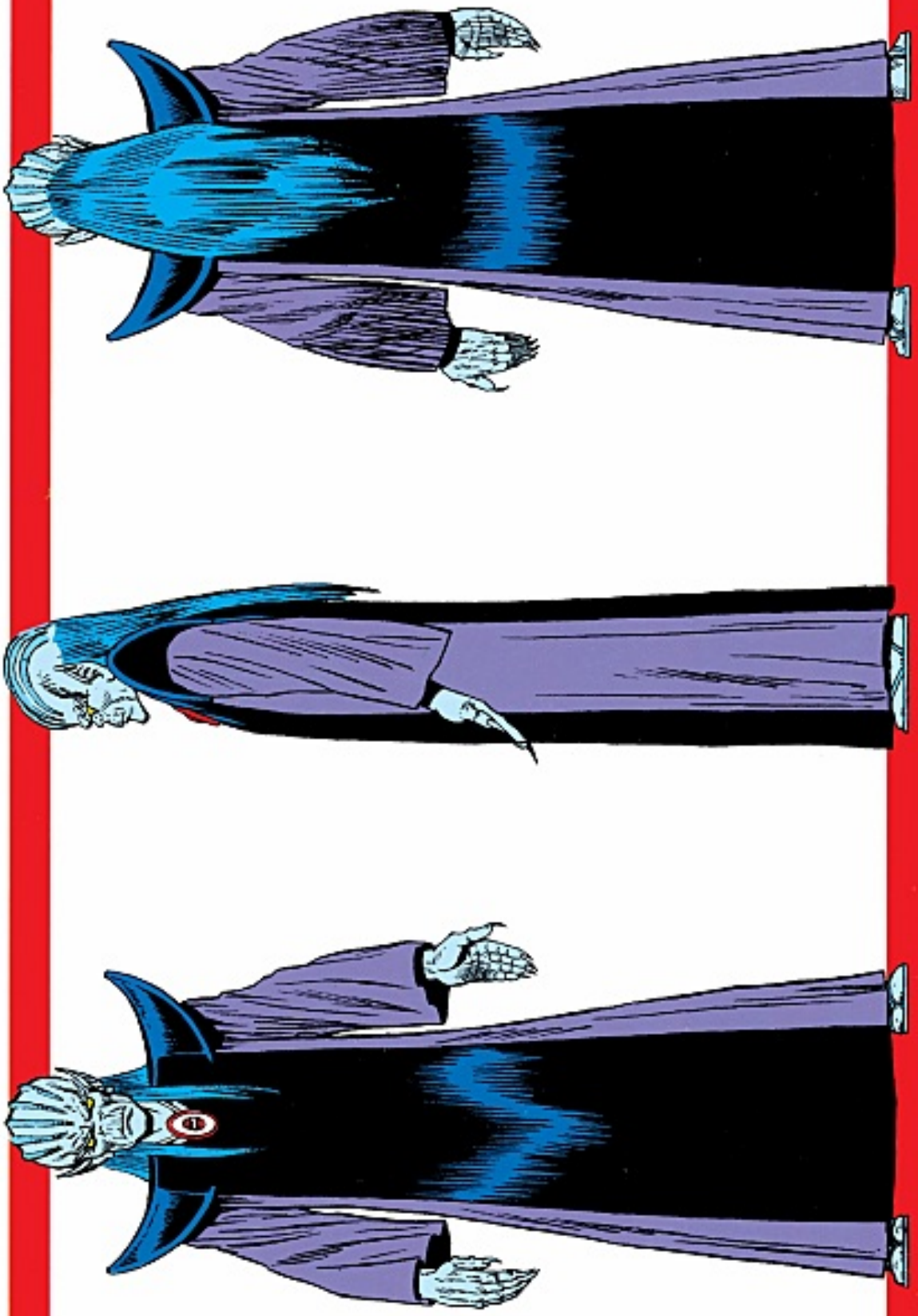


Personal weaponry: Wrist-blasters that fire unknown form of energy
Special weaponry: Unrevealed , if any
Other accessories: Unrevealed
Transportation: Teleportation by unknown means
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: (U.K.) CAPTAIN BRITAIN #3, (U.S.) EXCALIBUR SPECIAL EDITION #1
Origin issue: Gatecrasher's origin is as yet unrevealed.
Significant issues: CAPTAIN BRITAIN Vol. 2 #3-6 (U.S. publication: CAPTAIN BRITAIN Trade Paperback) (hired with Technet by Opul Lyn Sat-Yr-Nin to capture extradimensional fascist Kaptain Briton; Gatecrasher and Technet mistakenly capture Captain Britain instead, then help him escape); CAPTAIN BRITAIN Vol. 2 #12 (U.S. publication: CAPTAIN BRITAIN Trade Paperback) (tricked by enemy into ingesting lethal parasites; saved from death by Captain Britain and Meggan); EXCALIBUR SPECIAL EDITION #1 (with Technet, sent by Saturnyne to capture Phoenix II, Rachel Summers); EXCALIBUR #12-13, 15 (established new base in Brighton, England; hired by Nigel Frobisher, acting on behalf of woman appearing to be Courtney Ross, to rescue Jamie Braddock from African despot Doctor Crocodile)

GHAUR™



GHAUR

BIOGRAPHICAL DATA

Real name: Ghaur
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of Ghaur's existence
Current occupation: High priest, would-be conqueror
Former occupation: Unofficial leader of the Deviants
Citizenship: Deviant Lemuria
Legal status: No criminal record
Place of birth: "City of Toads," Deviant Lemuria
Marital status: Unrevealed
Known relatives: None
Known confidants: Trittex (aide)
Known allies: Llyra, Set, Tyrannus, Coal, Spike, String, (formerly) Attuma
Major enemies: Ikaris, Thena, Sersi, other Eternals of Earth, Kro, Naga, Avengers, Fantastic Four
Usual base of operations: "City of Toads," Deviant Lemuria
Former bases of operations: Island in Bermuda Triangle formerly used as Magneto's base, Lemuria (*Homo mermanus* version)
Current group membership: Deviant priesthood
Former group membership: None
Extent of education: Unrevealed, presumably highly extensive

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 210 lbs.
Eyes: Yellow
Hair: Blue-black
Other distinguishing features: Blue skin, pointed ears, ridged forehead

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Unrevealed, if any
Special skills and abilities: Master politician, cunning strategist, knowledge of the genetic codes of all known Deviants on Earth
Superhuman physical powers: None; Ghaur briefly possessed the body and attributes of a Celestial, but lost most of those powers upon returning to his original form; he retained a degree of superhuman strength and durability and the ability to survive without oxygen for a short time but then lost these superhuman physical powers entirely.
Superhuman mental powers: Psionic ability control the mind and body of any other Deviant; Ghaur once briefly possessed the body and attributes of a Ce-

lestial, but lost most of those powers upon returning to his original form; he retained low level energy manipulation powers for a short time but then lost them entirely.
Special limitations: For some unknown reason the Deviant Kro is immune to Ghaur's mental control.
Source of superhuman powers: Cross-breeding of his forebears supervised by Deviant priests trained in genetics over centuries

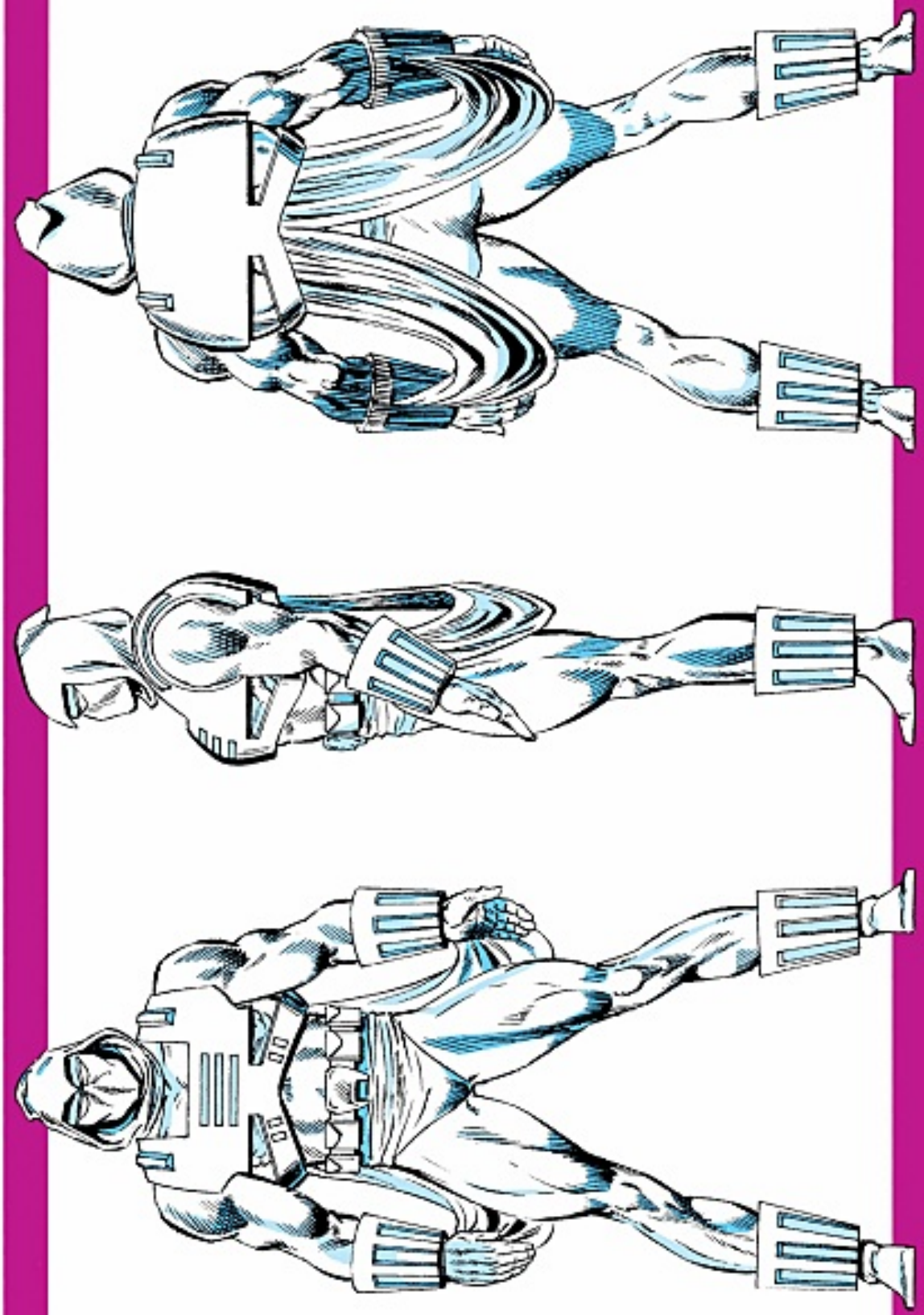
PARAPHERNALIA

Costume specifications: Ordinary Deviant materials
Personal weaponry: None
Special weaponry: "Brain Mines," which can render even an Eternal unconscious; bracelets containing cybernetic circuitry which paralyze the wearer's will, turning the wearer into a slave
Other accessories: None
Transportation: Deviant vehicles
Design and manufacture of paraphernalia: Deviant scientists

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 2 #2
Origin issue: ETERNALS Vol. 2 #10 (verbal description only)
Significant issues: ETERNALS Vol. 2 #2 (had Ranar the Deviant killed when Ranar claimed succession to the Deviant throne; had confrontation with Kro, whom Ghaur allowed to become a figurehead monarch); ETERNALS Vol. 2 #9-12 (captured Kro, Thena, and Sersi; revealed to Kro that he had amassed an army of Deviants in suspended animation, used vial containing part of the "essence" of the Dreaming Celestial to transform himself into a Celestial; fell under mental control of the Dreaming Celestial, who forced Ghaur to try to free him from his tomb; Ghaur's consciousness separated from his Celestial body by a Uni-Mind comprised of the Eternals and the West Coast Avengers; Ghaur's consciousness seemingly dissipated; Ghaur's Celestial body shrank into apparent nothingness); SILVER SURFER ANNUAL #1/IRON MAN ANNUAL #10/AMAZING SPIDER-MAN ANNUAL #23/NEW MUTANTS ANNUAL #5/X-FACTOR ANNUAL #4/WEB OF SPIDER-MAN ANNUAL #5/AVENGERS WEST COAST ANNUAL #4/THOR ANNUAL #14/FANTASTIC FOUR ANNUAL #22 (tricked Silver Surfer into recreating his physical form, battled Silver Surfer and freed Llyra from captivity, formed alliance with Llyra to recreate the Serpent Crown; formed alliance with Attuma; freed Tyrannus from body of Abomination; caused devastation of Atlantis as sacrifice to Set; assembled the seven "Brides of Set," used them to bring Set to Earth, thwarted by Thor/Demogorge; sought to slay the "Brides" to bring Set back to Earth, foiled by the spirit of Naga)

GHOST™



GHOST

BIOGRAPHICAL DATA

Real name: Unrevealed
Other Current aliases: None
Former aliases : None known
Dual identity: Secret
Current occupation: Freelance industrial saboteur
Former occupation: Business executive
Citizenship: Unknown, presumably United States
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: None
Major enemies: Iron Man, Spider-Man, Black Panther, Justin Hammer, James Rhodes, Roxxon Oil Corporation, Sunturion, Ultron, Blacklash, Blizzard II, Boomerang, (former) Spymaster I
Usual base of operations: Mobile
Former base of operations: None known
Current group membership: None
Former group membership: Unknown
Extent of education: Unrevealed, probably Ph.D. level in physics and engineering

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Blue
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Flight speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Presumably a poor hand-to-hand combatant, no known unarmed combat training, relies on weaponry in combat
Special skills and abilities: Brilliant inventor, technician, engineer, demolitions expert, and computer scientist
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Battlesuit does not allow him to be invisible and intangible simultaneously. Battlesuit does not allow the Ghost to pass through an unknown synthetic material developed by Justin Hammer's scientists.
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Battlesuit that is made of unknown materials and that contains various devices powered by electricity. Cybernetic circuitry in the Ghost's hood enables him to control the devices in his costume by mental command. The

Ghost's costume enables him to become invisible through unknown means, and to turn other objects invisible as long as he is touching them. The Ghost's costume also enables him to become intangible through by placing him out of phase with this dimensional plane. Circuitry in the battlesuit enables him to control and reprogram computers by touching the computers or equipment containing computers. His battlesuit renders the Ghost undetectable by most scanning devices.

Personal weaponry: Guns that fire bursts of electricity, guns that fire concussive force blasts

Special weaponry: Various explosive devices, including self-targeting Anson grenades and bombs activated by sound

Other accessories: Large arsenal of high-tech weaponry, yet to be catalogued

Transportation: Unrevealed

Design and manufacture of paraphernalia: The Ghost

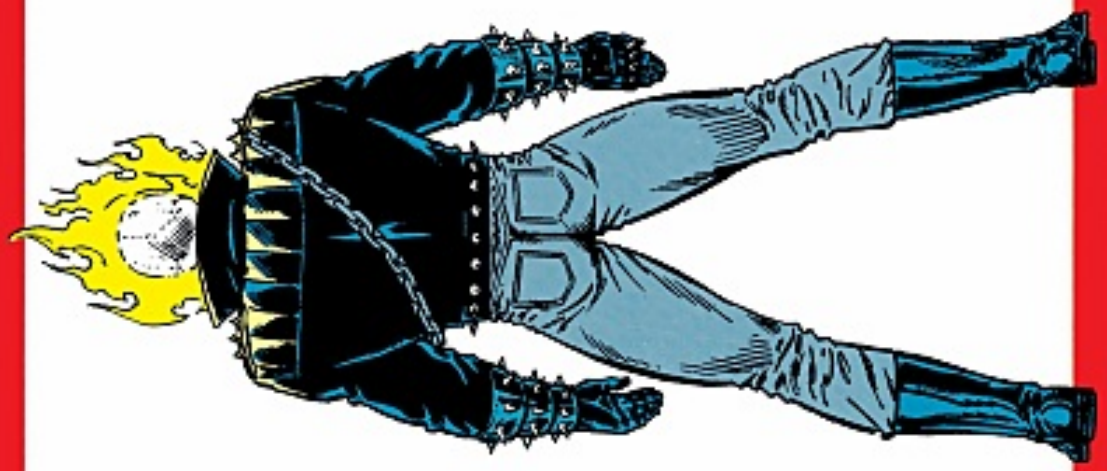
BIBLIOGRAPHY

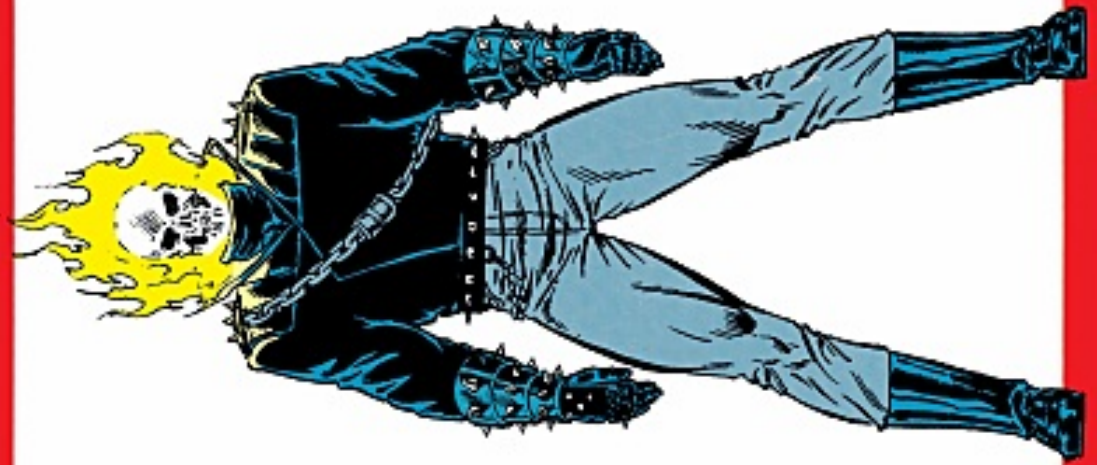
First appearance: IRON MAN #219

Origin issue: The Ghost's origin is as yet unrevealed.

Significant issues: IRON MAN #219-221 (hired by Roxxon to sabotage Accutech, first clashed with Iron Man, vowed to kill Anthony Stark; murdered Spymaster I, failed to destroy Stark's beta particle generator); IRON MAN #238-240 (attempted to kill Iron Man by rendering him intangible; battled Iron Man and Justin Hammer operatives Blacklash, Blizzard II, and Boomerang; vowed to destroy Hammer); AMAZING SPIDER-MAN ANNUAL #25 (hired by Kingpin to steal new Roxxon process to create synthetic vibranium, battled Spider-Man and Black Panther); SPECTACULAR SPIDER-MAN ANNUAL #11 (defeated by Sunturion, escaped, defeated by Ultron)

GHOST RIDER





GHOST RIDER

BIOGRAPHICAL DATA

Real name: Daniel Ketch
Other current aliases: The Spirit of Vengeance
Former aliases: None known
Dual identity: Secret
Current occupation: Messenger
Former occupation: Secret
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Brooklyn, New York
Marital status: Single
Known relatives: Barbara (sister, deceased), Mother (first name unrevealed)
Known confidants: Barbara Ketch (sister, deceased), Stacy Dolan, Jack D'Auria
Known allies: The New Mutants, the X-Men, X-Factor, X-Force, Wolverine
Major enemies: Deathwatch, Blackout II, Scarecrow
Usual base of operations: Brooklyn, New York
Former bases of operations: Unknown
Current group membership: None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: (as Daniel Ketch) 5' 10", (as Ghost Rider) 6'2"
Weight: (as Daniel Ketch) 160 lbs.(as Ghost Rider) Unrevealed
Eyes: (as Daniel Ketch) Green, (as Ghost Rider) Flaming red
Hair: (as Daniel Ketch) White, (as Ghost Rider) 6'2"
Other distinguishing features: The Ghost Rider's head is a flaming skull

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Immeasurable
Durability: Godlike
Agility: Athlete
Reflexes: Enhanced human
Fighting skills: Basic streetfighting techniques
Special skills and abilities: Apparent psychic control over his motorcycle
Superhuman physical powers: The ability to physically transform into a mystic being which appears as a flaming skeleton dressed as a motorcyclist; superhuman strength, speed, durability
Superhuman mental powers: The ability to cause others to experience a level of emotional pain equivalent to that which they have caused others as a result of illegal or immoral activities
Special limitations: None
Source of superhuman powers: Magical properties of a mysterious emblem affixed to a motorcycle possessed by Daniel Ketch

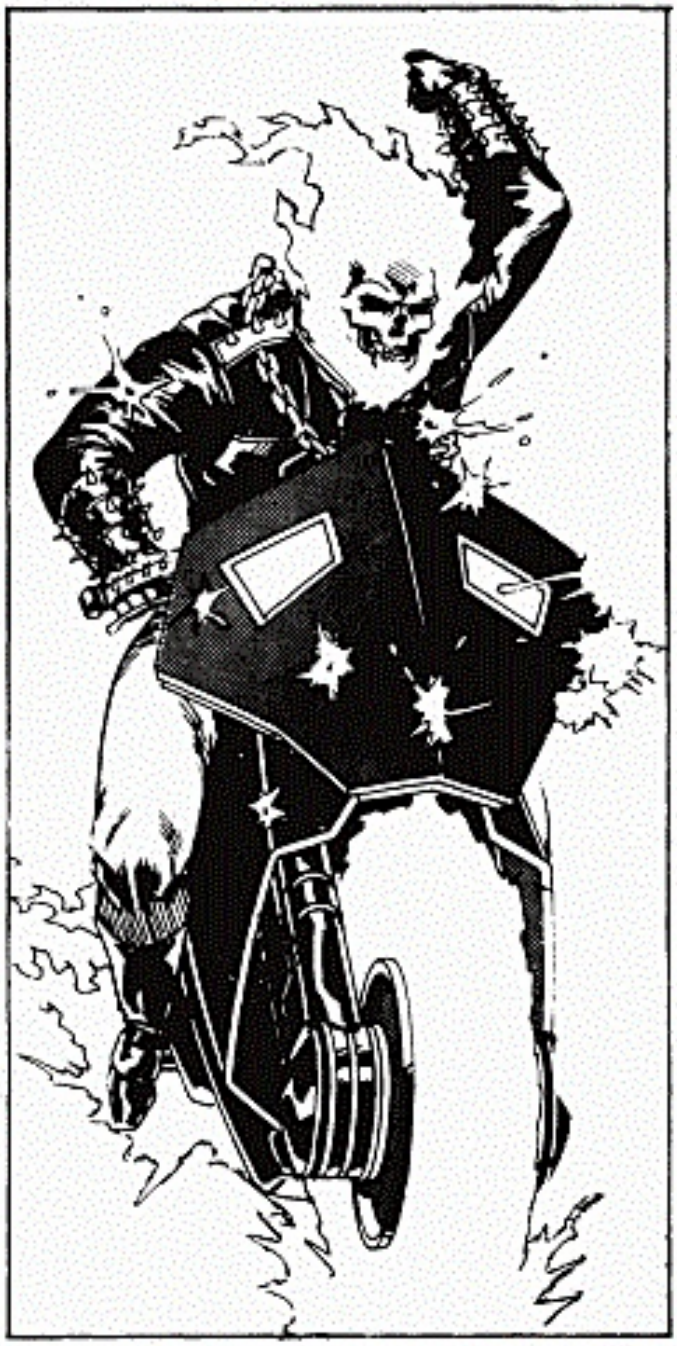
PARAPHERNALIA

Costume specifications: Motorcyclist leathers
Personal weaponry: A length of heavy chain approximately 3' long which possess magical properties; for instance, when it is thrown it is able to separate into individual links which behave like shuriken, later reintegrating and returning to the Ghost Rider's hand. The extent of these abilities are as yet unknown.
Special weaponry: See above
Other accessories: A large and powerful motorcycle
Transportation: Motorcycle
Design and manufacture of paraphernalia: Unrevealed

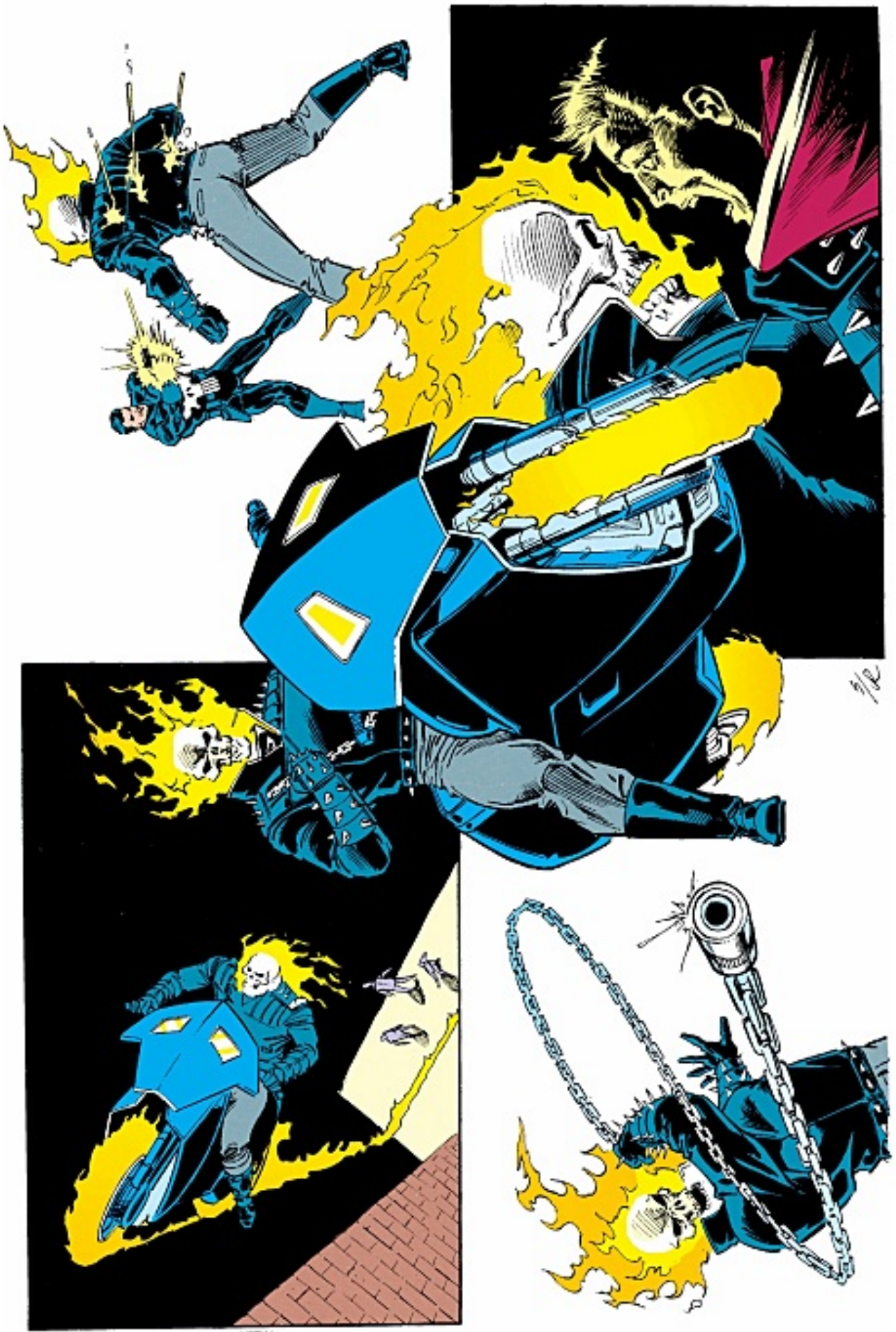
BIBLIOGRAPHY

First appearance: GHOST RIDER Vol. 2 #1
Origin issue: GHOST RIDER Vol. 2 #1
Significant issues: GHOST RIDER Vol. 2 #1 (found mystical motorcycle, transformed into Ghost Rider for the first time, sister Barbara hospitalized from wounds inflicted by Deathwatch); GHOST RIDER Vol. 2 #2 (first battled Blackout II); GHOST RIDER Vol. 2 #4 (battled Mr. Hyde); GHOST RIDER Vol. 2 #5-6 (encountered the Punisher, battled Flag-Smasher); GHOST RIDER Vol. 2 #7 (sister killed by Blackout II); GHOST RIDER Vol. 2 #11 (learned origin of Zarathos from Nightmare)

Note: The relationship between the demon in the current Ghost Rider and Zarathos, the demon in the original Ghost Rider (Johnny Blaze), has yet be revealed.



GHOST RIDER® IN ACTION



ART: JAVIER SALTARES/JOE RUBINSTEIN

GHOST RIDER'S SUPPORTING C

BARBARA KETCH

Occupation at time of death: Unrevealed
Relationship: Dan Ketch's older sister and trusted confidant
First appearance: GHOST RIDER Vol. 2 #1

FRANCIS KETCH

Current occupation: Restaurant worker
Relationship: Dan Ketch's mother
First appearance: GHOST RIDER Vol. 2 #1

STACY DOLAN

Current occupation: New York Police Department rookie
Relationship: Dan Ketch's girlfriend
First appearance: GHOST RIDER Vol. 2 #1

CAPTAIN ARTHUR DOLAN

Current occupation: Police captain
Relationship: Stacy Dolan's father, determined to arrest the Ghost Rider
First appearance: GHOST RIDER Vol. 2 #1

CAST

JACK D'AURIA

Current occupation: Parking garage attendant, college student, karate student
Relationship: Dan Ketch's best friend and former classmate
First appearance: GHOST RIDER Vol. 2 #4

LINDA WEI

Current occupation: Pilot
Former occupation: TV news reporter
Relationship: Foremost Proponent of media crusade against Ghost Rider
First appearance: GHOST RIDER Vol. 2 #5

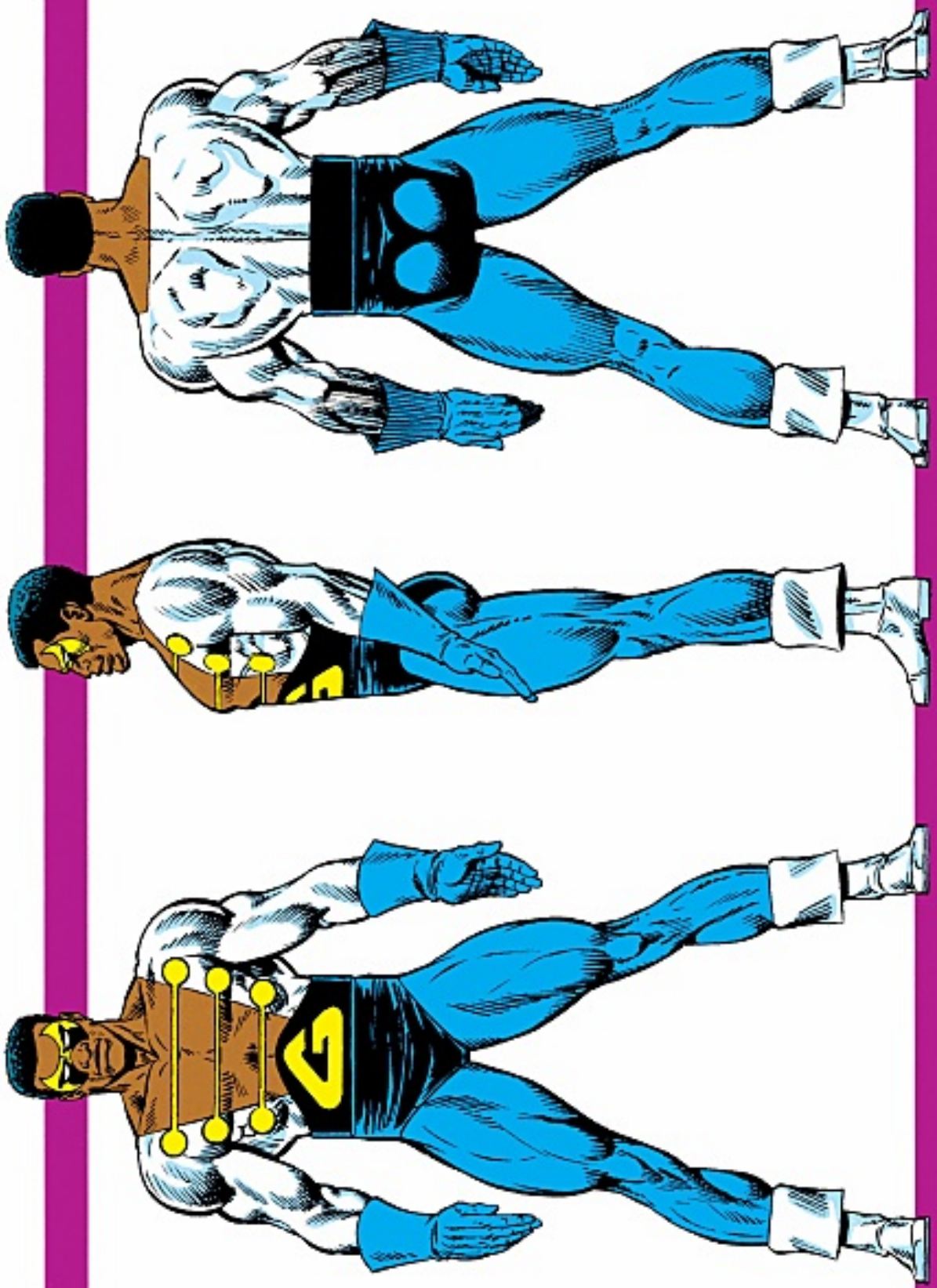
PAULINE STRATTON

Current occupation: None, still a minor
Relationship: Female member of the Cypress Pool Jokers, a street gang active in Cypress Hills, Brooklyn
First appearance: GHOST RIDER Vol. 2 #1

JONATHAN "JOHNNY" BLAZE

Current occupation: Carnival owner, stunt motorcyclist, supernatural hunter
Relationship: Former human identity of the original Ghost Rider
First appearance: MARVEL SPOTLIGHT Vol. 1 #5

GIANT-MAN™



GIANT-MAN II

BIOGRAPHICAL DATA

Real name: William Barrett "Bill" Foster
Other current aliases: None
Former aliases: Black Goliath
Dual identity: Secret
Current occupation: Biochemist, adventurer
Former occupation: Biochemical laboratory assistant, circus performer, head of Stark West Laboratories, biochemical researcher for Project: Pegasus
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Watts, Los Angeles, California
Marital status: Divorced
Known relatives: Claire Temple (ex-wife)
Known confidants: Dr. Henry Pym, Celia Jackson, the Thing, Quasar
Known allies: Tony Stark, Dr. Henry Pym, the Wasp, the Avengers, Luke Cage, the Thing, Quasar, the Aquarian, Spider-Man, Mister Fantastic, Spider-Woman I, Avengers West Coast; (former) the Whiz Kids (Herbert Bell, Dale West, Talia Kruma), the Champions of Los Angeles
Major enemies: The Sons of the Serpent, the Circus of Crime, Atom-Smasher II, Vulcan II, Stilt-Man, Klaw, the Nth Man, AIM, the High Evolutionary, Dr. Nemesis, Goliath III, (former) Atom-Smasher I (deceased), the Hijacker (deceased), Solarr (deceased), Meteor Man, Modok (deceased)
Usual base of operations: Los Angeles, California
Former bases of operations: New York City
Current group membership: None
Former group membership: Champions of Los Angeles, Project: Pegasus
Extent of education: Ph. D. in Biochemistry

PHYSICAL DESCRIPTION

Height: (normal height) 6', height variable up to 25"
Weight: 200 lbs., (maximum potential weight unrevealed)
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Athlete, (at known maximum height) Superhuman Class 10
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: Brilliant biochemist
Superhuman physical powers: Aside from the above listed attributes, Giant-Man II has the ability to increase his size and

mass at will from his normal of 6' to maximum height of 25' by psionically drawing extra mass from an extradimensional source, to which it returns as he decreases in size.

Superhuman mental powers: None

Special limitations: The process of changing height is fatiguing, making Giant-Man more vulnerable to harm after successive changes.

Source of superhuman powers: Ingestion of biochemical formula containing Pym particles

PARAPHERNALIA

Costume specifications: Unstable molecules

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Conventional

Design and manufacture of paraphernalia: Inapplicable

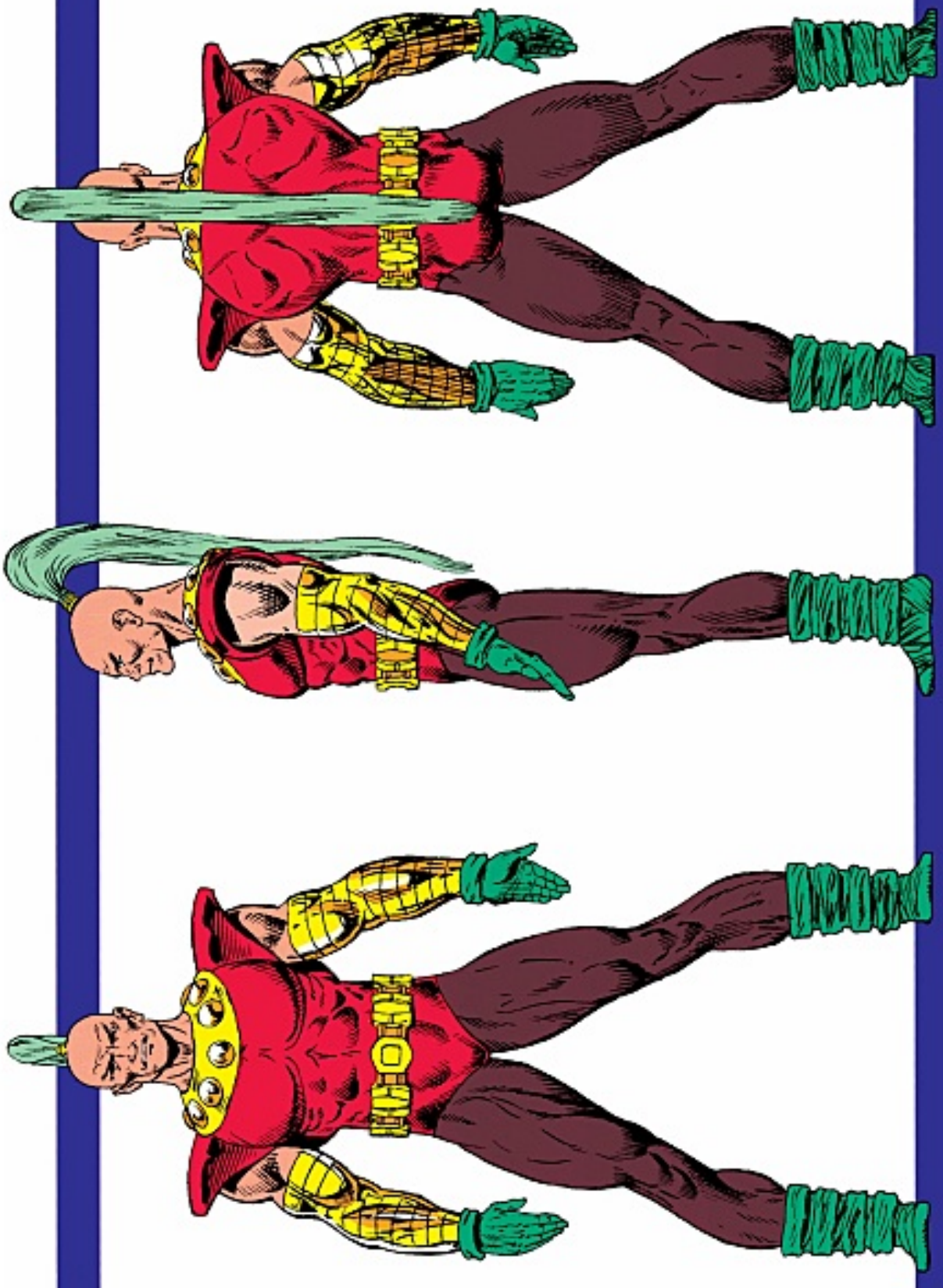
BIBLIOGRAPHY

First appearance: (as Foster) AVENGERS #32, (as Black Goliath) POWER MAN #24, (as Giant-Man II) MARVEL TWO-IN-ONE #54

Origin issue: POWER MAN #24, BLACK GOLIATH #1

Significant issues: AVENGERS #32-35 (as Foster, at behest of Tony Stark, aided Henry Pym [Goliath I] in regaining normal size when he was trapped at 10' height); AVENGERS #41, 54, 75, (worked as Henry Pym lab assistant); MARVEL FEATURE Vol. 1 #9 (investigated seeming death of Henry Pym and Janet Van Dyne); POWER MAN #24-25 (gained superhuman powers; as Black Goliath, alongside Luke Cage, battled Circus of Crime), BLACK GOLIATH #1-5 (battled Atom-Smasher I, Vulcan II, and Stilt-Man); CHAMPIONS #11-13 (as Black Goliath, assisted Champions of Los Angeles, battled Stilt-Man); MARVEL TWO-IN-ONE #24 (as Black Goliath, alongside the Thing, battled the Hijacker); DEFENDERS #62-65 (as Black Goliath, attended Defenders membership rally, battled assembled superhuman criminals); MARVEL TWO-IN-ONE #54-58 (as Giant-Man II, alongside the Thing, Quasar, and the Aquarian, defended Project: Pegasus against Nuklo, the Grapplers, Klaw, Solarr, and the Nth Man I; revealed he had contracted radiation poisoning); MARVEL TWO-IN-ONE #76 (alongside the Thing and Iceman, battled Circus of Crime); MARVEL TWO-IN-ONE #82 (alongside the Thing and Captain America, battled Modok and AIM); MARVEL TWO-IN-ONE #85 (alongside the Thing and Spider-Woman I, battled Atom-Smasher II; cured of radiation poisoning by blood transfusion from Spider-Woman I, lost superhuman powers); WEST COAST AVENGERS ANNUAL #3 (regained superhuman powers; alongside Mockingbird, Tigra, and Moon Knight, battled High Evolutionary)

GIDEON™



GIDEON

BIOGRAPHICAL DATA

Real name: Gideon (rest of name unrevealed)
Other current aliases: None known
Former aliases: None known
Dual identity: None, the general populace is unaware that Gideon is a mutant or that he is an External.
Current occupation: Owner and CEO of Ophrah Industries
Former occupation: None known
Citizenship: United States of America
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Presumed single
Known relatives: Unnamed mother (deceased)
Known confidants: Saul
Known allies: Externals, Adam, Eve Magdalene (Life Model Decoy), Evelyn Cranford, Mr. Joshua, AIM, Toad, (former) Crule, Sunspot
Major enemies: X-Force, Cannonball, Sunspot, Night Thrasher, the New Warriors, Nick Fury, SHIELD, Arianna Jankos, Black Tom Cassidy, Juggernaut, Crule
Usual base of operations: Ophrah Industries headquarters, Denver, Colorado; penthouse in Denver, Colorado; mountain chalet in Vail, Colorado; house on Oregon coastline
Former bases of operations: None known
Current group membership: High Lords, Externals
Former group membership: None known
Extent of education: Unrevealed, expelled from Harvard University

PHYSICAL DESCRIPTION

Height: 6' 8"
Weight: 265 lbs.
Eyes: Blue
Hair: Green
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Variable, normally athlete
Speed: Variable, normally athlete
Stamina: Variable, normally athlete
Durability: Superhuman regenerative
Agility: Variable, normally athlete
Reflexes: Variable, normally athlete
Fighting skills: Excellent hand-to-hand combatant
Special skills and abilities: Extraordinary business strategist
Superhuman physical powers: Ability to temporarily endow himself with superhuman abilities by replicating the superhuman energy signatures and genetic templates of superhuman beings. Apparently he can even duplicate the superhuman physical capabilities of robots. Gideon is an "immortal" mutant called an External whose aging process is greatly retarded and who can apparently regenerate injured or missing cells from even near-fatal

injuries
Superhuman mental powers: Presumably psionically scans the genetic makeup of superhuman beings in order to duplicate their superhuman abilities within himself
Special limitations: Gideon requires an unidentified number of seconds to duplicate the superhuman abilities of others; hensce, he cannot duplicate them in time to counter a sudden attack. Gideon only retains the superhuman powers he copies for a limited but undefined period of time. Although Gideon is alleged to be immortal and incapable of death through old age , he can be physically injured and killed.
Source of superhuman powers: Genetic mutation

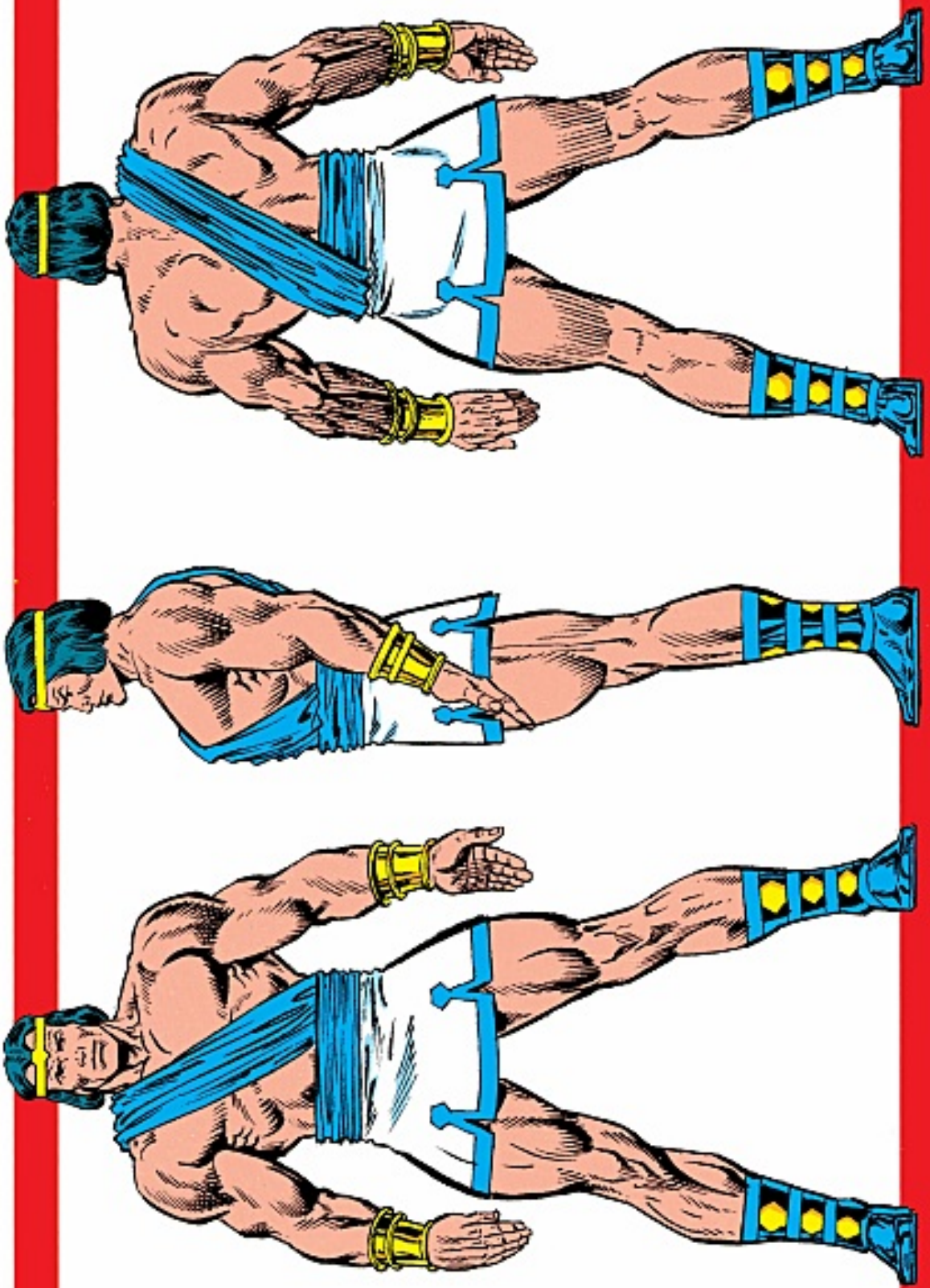
PARAPHERNALIA

Costume specifications: Body armor of unknown composition and conventional fabrics
Personal weaponry: None
Special weaponry: None
Other accessories: Access to androids and other advanced technology developed by Ophrah Industries
Transportation: Access to advanced vehicles developed by Ophrah Industries
Design and manufacture of paraphernalia: Ophrah Industries

BIBLIOGRAPHY

First appearance: NEW MUTANTS #98
Origin issue: Gideon's origin is as yet unrevealed.
Significant issues: NEW MUTANTS #98-99 (had Eve poison Emmanuel DaCosta, renewed friendship with Sunspot, believing him to be an immortal mutant); NEW MUTANTS ANNUAL #7/NEW WARRIORS ANNUAL #1/UNCANNY X-MEN ANNUAL #15/X-FACTOR ANNUAL #6 (had AIM recreate Proteus); X-FORCE #1, 3/SPIDER-MAN #16 (was held captive with Sunspot by Arianna Jankos, Black Tom Cassidy, and Juggernaut); X-FORCE #5 (publicly declared Cable and X-Force to be criminals); NEW WARRIORS #19 (was attacked by the New Warriors, captured and tortured them); X-FORCE #10 (met with other Externals, proposed to send Crule to capture Cannonball); X-FORCE #12-13, 15 (contacted Crule, beat Sunspot; had Sunspot subjected to experiment; forced Cannonball to promise not to interfere in External affairs in return for Sunspot's life); NIGHT THRASHER: FOUR CONTROL #3 (attempted hostile takeover of Genetech and Taylor Foundation, was thwarted by Night Thrasher, was defeated by him in physical combat); X-FORCE #20 (witnessed External Nicodemus's death); NICK FURY, AGENT OF SHIELD Vol. 2 #46-47 (was offered position with HYDRA, refused and battled HYDRA strike force, was aided in defeating them by Nick Fury and SHIELD); X-FORCE #23 (attacked and captured by X-Force, who rescue Boomer, Siryn, and Warpath)

GILGAMESH™



GILGAMESH

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: The Forgotten One, Hero, Hercules, Samson, others unrevealed
Dual identity: None
Current occupation: Adventurer, warrior, monster-slayer
Former occupation: Agent of the Celestials
Citizenship: Olympia
Legal status: Formerly confined to a sector of Olympia by decree of Zuras, ruler of the Eternals
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: Sprite I
Known allies: Eternals of Earth, Avengers
Major enemies: Ghaur, Deviants, B'Gon the Sorcerer, many others in past eras
Usual base of operations: Olympia
Former bases of operations: Avengers headquarters at Hydrobase and beneath Avengers Park, New York City
Current group membership: Olympian Eternals
Former group membership: Avengers
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 260 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 100
Speed: Enhanced human
Flight speed: Speed of sound
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Extraordinary hand-to-hand combatatnt, with knowledge of most methods of combat known in ancient Earth civilizations.
Special skills and abilities: Extraordinary hunter and tracker
Superhuman physical powers: Superhuman strength, virtual invulnerability and immortality, ability to project cosmic energy from his eyes or hands in the form of heat, light, or concussive force
Superhuman mental powers: Total mental control over his physical form, granting virtual invulnerability and immortality; ability to levitate himself and thus fly at superhuman speed; psionic ability to rearrange molecular structure of objects
Special limitations: Formerly blind; otherwise none

Source of superhuman powers: Member of Eternal race

PARAPHERNALIA

Costume specifications: Battle armor of unknown composition
Personal weaponry: None
Special weaponry: Axe, spear, club
Other accessories: None
Transportation: Self-levitation
Design and manufacture of paraphernalia: Unknown

BIBLIOGRAPHY

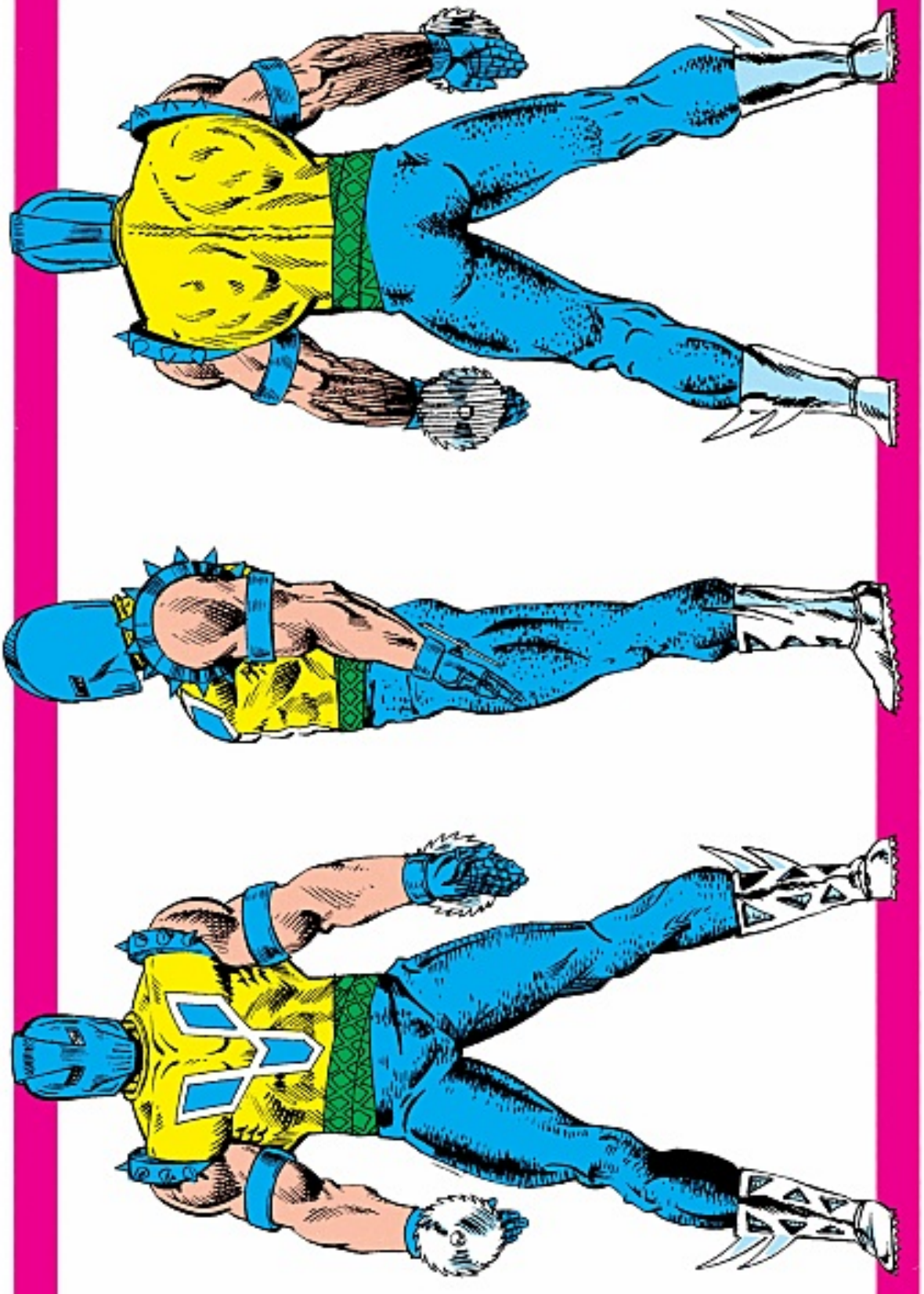
First appearance: ETERNALS Vol. 1#13

Origin issue: Gilgamesh's origin is as yet unrevealed

Significant issues: ETERNALS Vol. 1 #13 (sought out by Sprite I, emerged from place of exile, journeyed to mothership of Fourth host of Celestials); THOR #287-288-289 (fought Hercules); ETERNALS Vol. 2 #2 (appeared, disguised, in Deviant Lemuria); ETERNALS Vol. 2 #6,9,12 (helped other Eternals in battle against Ghaur); AVENGERS #300 (resumed former name of Gilgamesh, joined Avengers, aided Avengers in battling Growing Man, Nanny, Orphan-Maker, N'astirh's demons); AVENGERS #301-303 (participated in Avengers' battle against Super-Nova), AVENGERS #304

(helped Avengers battle U-Men); AVENGERS #306-308 (helped Avengers fight Lava Men, was somehow severely injured during battle); AVENGERS #309-310 (brought by Avengers to Olympia, which had temporarily fallen into Negative Zone, for recovery of injuries); AVENGERS SPOTLIGHT #25 (recovered from injuries, defeated B'Gon the sorcerer, thereby winning reputation as hero on modern day Earth); QUASAR #29 (among superhumans selected by Her as potential mates)

GLADIATOR I™



GLADIATOR I

BIOGRAPHICAL DATA

Real name: Melvin Potter
Other current aliases: None
Former aliases : Gladiator
Dual identity: Publicly known
Current occupation: Costume designer and seller
Former occupation: Professional criminal
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Married
Known relatives: Betsy Beatty Potter (wife)
Known confidants: Betsy Beatty Potter, unnamed psychotherapist
Known allies: Daredevil, (former) Masked Marauder, Electro, Stilt-Man, Leap-Frog, Matador, Big M I (Whitney Frost), Death-Stalker, Beetle, Elektra,
Major enemies: None, (former) Daredevil, Iron Man, Hand
Usual base of operations: Spotlight Costumes Shop, New York City
Former base of operations: Europe
Current group membership: None
Former group membership: Nefaria "Family" of the Maggia, Emissaries of Evil I, formerly led own criminal gang
Extent of education: High school

PHYSICAL DESCRIPTION

Height: 6' 8 '
Weight: 310 lbs.
Eyes: Blue
Hair: Bald, with black moustache
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant
Special skills and abilities: Highly talented costume designer
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Body armor and helmet, metallic gauntlets
Personal weaponry: Jagged circular blades made of titanium steel, one mounted on each gauntlet. Small rotors in the gauntlets cause the blades to rotate at high speeds
Special weaponry: None
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernа-

lia: Melvin Potter

BIBLIOGRAPHY

First appearance: DAREDEVIL #18
Origin issue: DAREDEVIL #18
Significant issues: DAREDEVIL #18 (first became Gladiator, battled Daredevil, met Masked Marauder); DAREDEVIL #22-23 in Europe, fought Daredevil, invited to join Maggia); DAREDEVIL ANNUAL #1 (joined Electro's Emissaries of Evil to attack Daredevil); IRON MAN #7-8 (aided Whitney frost in raid of Stark Enterprises, first fought Iron Man); DAREDEVIL #63 (battled Daredevil): DAREDEVIL #85 (fought Daredevil aboard airplane in flight); DAREDEVIL #113-114 (allied with Death-Stalker); DAREDEVIL #140 (allied with Beetle); DAREDEVIL #154 (under control of Purple Man, attacked Daredevil); DAREDEVIL #166 (last battle against Daredevil, began undergoing therapy from Betsy Beatty); DAREDEVIL #173-175 (now reformed, allied with Daredevil and Elektra against Hand); SPECTACULAR SPIDER-MAN #77 (donned Gladiator costume again, met Spider-Man); DAREDEVIL #230-231 (forced to create Daredevil costume for Kingpin's operative); MARVEL COMICS PRESENTS #98 (donned Gladiator costume to discourage youth from life of crime)

GLADIATOR II™

GLADIATOR II

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None known
Dual identity: None
Current occupation: Praetor (leader) of the Shi'ar Imperial Guard
Former occupation: None known
Citizenship: Shi'ar Empire
Legal status: No criminal record in the Shi'ar Empire
Place of birth: Unrevealed planet in the Shi'ar Empire
Marital status: Unrevealed
Known relatives: None
Known confidants: Oracle
Known allies: Shi'ar Imperial Guard, Lilandra, (formerly) Emperor D'Ken, Deathbird
Major enemies: Warskrulls, Brood, Galactus
Usual base of operations: Shi'ar Imperial Throneworld
Former bases of operations: None known
Current group membership: Shi'ar Imperial Guard
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 595 lbs.
Eyes: Blue
Hair: Dark blue
Other distinguishing features: Light purple skin

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Incalculable
Speed: Supersonic
Flight speed: Warp speed
Stamina: Demi-godlike
Durability: Demi-godlike
Agility: Metahuman
Reflexes: Metahuman
Fighting skills: Excellent hand-to-hand combatant
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, Gladiator has the ability to project intense heat from eyes and the ability to survive without breathing for an unrevealed period of time
Superhuman mental powers: None. (Gladiator's powers were formerly theorized to be at least in part psionically based.)
Special limitations: Vulnerability to an unknown form of radiation
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Shi'ar body armor
Personal weaponry: None
Special weaponry: None
Other accessories: None

Transportation: Usually flight under own power

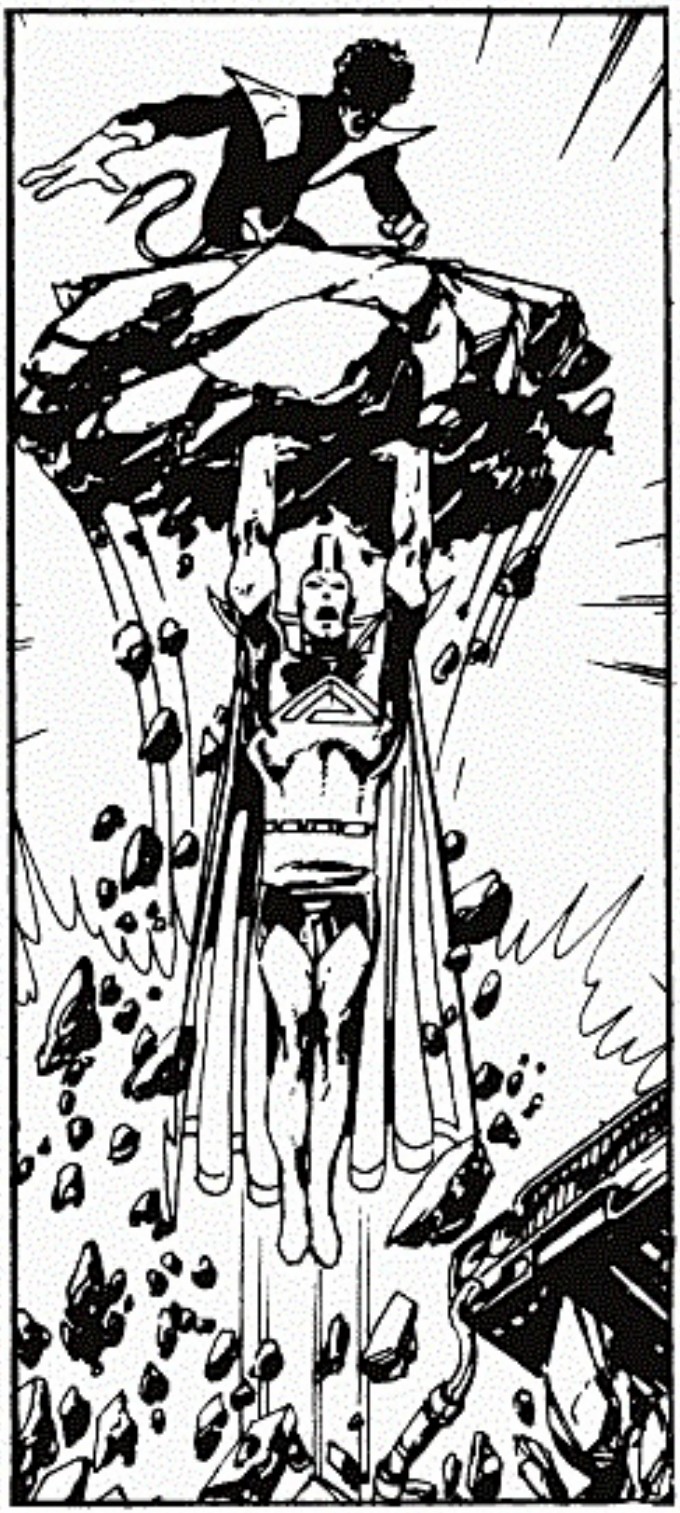
Design and manufacture of paraphernalia: Unrevealed Shi'ar scientists

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #107

Origin issue: Gladiator's origin is as yet unrevealed.

Significant issues: X-MEN Vol. 1 #107-108 (with Imperial Guard, battled X-Men on behalf of Shi'ar Emperor D'Ken); X-MEN Vol. 1 #137 (with Imperial Guard, battled X-Men on the Moon to determine fate of Phoenix); UNCANNY X-MEN #155, UNCANNY X-MEN #157 (aided X-Men in battle against renegade Imperial Guardmen serving Shi'ar Lord Samedar); FANTASTIC FOUR #249-250 (battled Fantastic Four believing them to be disguised Skrulls); FANTASTIC FOUR #261-262 (present at intergalactic trial of Mister Fantastic for saving the life of Galactus); ROM ANNUAL #4 (battled Rom); MARVEL COMICS PRESENTS #49 (battled Devonian Xontar); FANTASTIC FOUR #339-341 (in an alternate future Gladiator battled Thor, then aided Fantastic Four and Avengers against menace to universe posed by Galactus and Black Celestial); UNCANNY X-MEN #275 (battled X-Men on behalf of Deathbird, both he and Deathbird defeated by them); UNCANNY X-MEN #277 (temporarily fell under control of Warskrull impersonating Charles Xavier, battled Gambit and other X-Men)



GLOB™

GLOB

BIOGRAPHICAL DATA

Real name: (I) Joseph "Joe" Timms, (II) Sumner Samuel Beckwith
Other current aliases: (both) None
Former aliases : (I) The Golden Brain, (II) None
Dual identity: (I) None, most of the general populace of Earth is unaware of the Glob's existence, and those who do know of his existence do not know that he was once Joe Timms, (II) None
Current occupation: (both) Inapplicable
Former occupations: (I) Petty criminal, convict, (II) Geneticist
Citizenship: (both) United States of America
Legal status: (I) (as Timms) criminal record in the U.S., now legally deceased, ((as Glob) Inapplicable; (II) (as Beckwith) No criminal record, (as Glob) Inapplicable
Place of birth: (I) Miami, Florida; (II) Unrevealed
Marital status: (I) Widowed, (II) Unrevealed
Known relatives: (I) Unnamed wife (deceased), (II) None
Known confidants: (both) None
Known allies: (I) (former) The Leader, (II) (former) The Pantheon
Major enemies: (I) The Hulk, the Man-Thing, Yagzan (deceased), the Cult of Entropists, (II) the Hulk, Rick Jones, the Man-Thing
Usual base of operations: (both) Florida Everglades
Former bases of operations: (I) Miami, Florida, (II) Unrevealed
Current group membership: (both) None
Former group membership: (I) None, (II) The Pantheon
Extent of education: (I) High school dropout, (II) Ph.D. in genetics

PHYSICAL DESCRIPTION

Height: (both as Glob) 6' 6"
Weight: (both as Glob) 900 lbs.
Eyes: (both as Glob) Brown
Hair: (both as Glob) None
Other distinguishing features: In its original form, the first Glob resembled a semi-solid mass of slime and bog-matter. In its devolved second form, it took the shape of a gray semi-humanoid being constructed of clay. The second Glob was a light-green semi-humanoid being seemingly composed of bog-matter.

POWERS AND ABILITIES

Intelligence: (both as Glob) Learning impaired
Strength: (both as Glob) Superhuman Class 100
Speed: (both as Glob) Enhanced human
Stamina: (both as Glob) Metahuman
Durability: (Glob I) Demi-godlike regenerative, (Glob II) Demi-godlike, possibly regenerative
Agility: (both as Glob) Below normal

Reflexes: (both as Glob) Below normal
Fighting skills: (both) Inexperienced hand-to-hand combatants
Special skills: (I) None, (II) (as Beckwith) Skilled geneticist
Superhuman physical powers: (both) Aside from the above listed attributes, none
Superhuman mental powers: (I) (as Golden Brain) Ability to materialize a powerful electrically charged duplicate of the Glob, ability to recreate itself as a humanoid, (as Glob) None; (II) None
Special limitations: (both) None
Source of superhuman powers: (I) Exposure to radioactive waste in swamp bog; (II) Injected with experimental Super-Soldier Serum

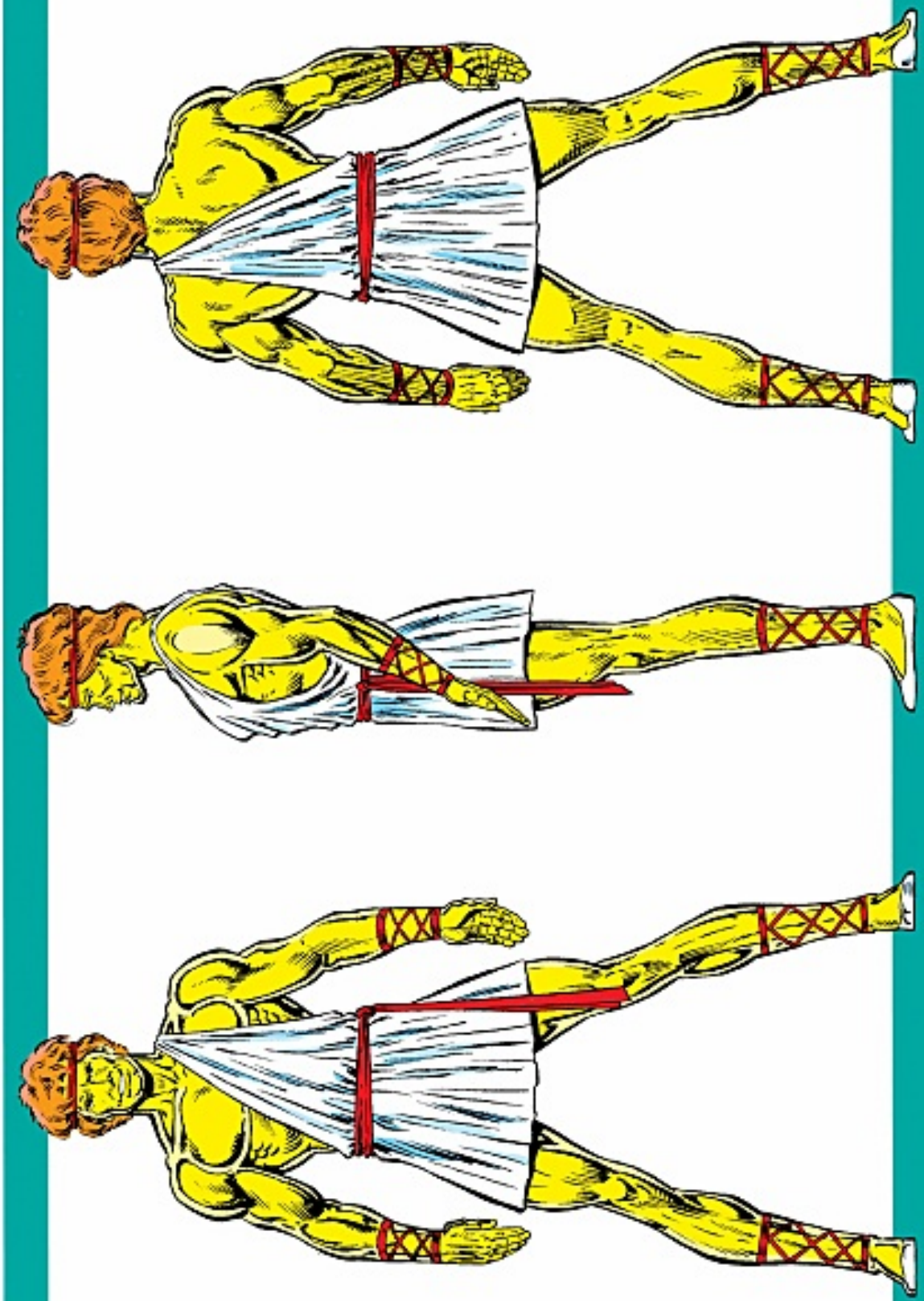
PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: On foot
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (I) INCREDIBLE HULK Vol. 2 #121; (II) INCREDIBLE HULK Vol. 2 #389
Origin issue: (I) INCREDIBLE HULK Vol. 2 #121; (II) INCREDIBLE HULK Vol. 2 #389
Significant issues: INCREDIBLE HULK Vol. 2 #121 (I: as Timms, an escaped convict, drowned in swamp; menaced Betty Ross, battled the Hulk, destroyed by experimental anti-radiation fluid in swamp waters); INCREDIBLE HULK Vol. 2 #129 (resurrected by the Leader, who sent him against the Hulk; destroyed in explosion); GIANT-SIZE MAN-THING #1 (as the Golden Brain, used as a weapon by Yagzan and the Cult of Entropists; lost by Entropists in encounter with Man-Thing; transformed itself into amnesiac man; devolved by Yagzan into clay humanoid, battled Man-Thing, reduced to clay again, smothered Yagzan); INCREDIBLE HULK Vol. 2 #389 (II: transformed by defective Super-Soldier Serum into bog creature, menaced Rick Jones, battled the Hulk, incinerated by Man-Thing's touch)

GLORIAN™



GLORIAN

BIOGRAPHICAL DATA

Real name: Thomas Gideon
Other current aliases: None known
Former aliases: None
Dual identity: Secret
Current Occupation: Apprentice dream-shaper
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Rochester, New York
Marital status: Single
Known relatives: Gregory Hungerford Gideon (father, deceased), Claire Gideon (mother, deceased)
Known confidants: The Shaper of Worlds
Known allies: The Shaper of Worlds, Hulk, Fantastic Four
Major enemies: Nick Cloot (apparently a guise of Satannish)
Usual base of operations: Mobile throughout the known universe
Former bases of operations: Westchester County, New York; Las Vegas, Nevada
Current group membership: None
Former group membership: None
Extent of education: Private tutors hired by his father

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 155 lbs.
Eyes: Pink
Hair: Orange
Other distinguishing features: Golden skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal, (however he can travel at Warp speed by stepping upon the hyperspatial "rainbow bridges" he can create.)
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Poor hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: None
Superhuman mental powers: Ability to restructure finite pockets of reality by mentally manipulating the cosmic energies that bind atoms along the probability lines. Psionic ability to tap and manipulate tachyons, subatomic particles which travel no slower than the speed of light. Glorian can use tachyons to create hyperspatial "rainbow bridges" which can transport himself, or others if he is present, at trans-light speeds. When Glorian steps upon the bridge, the particles of his body are converted to tachyon particle analogues, freeing him from such physical limitations as needing air or food during his travels through space. He can also create rain-

bow-like energy bands to bind an adversary. Presumably Glorian has limited telepathic abilities that enable him to learn what another person's dreams and wishes are.

Special limitations: Glorian can only restructure the perceived reality of a volume with a maximum radius of 5.02 miles in all directions from his person. The changes he makes will last for a maximum of 23.1 hours. (These figures may increase as Glorian masters his powers.) Glorian can only recreate the outward aspects of a living being or environment, and not the living being or environment itself.

Source of superhuman powers: Activation by the Shaper of Worlds of latent psionic abilities that Glorian (allegedly like all human beings) possesses

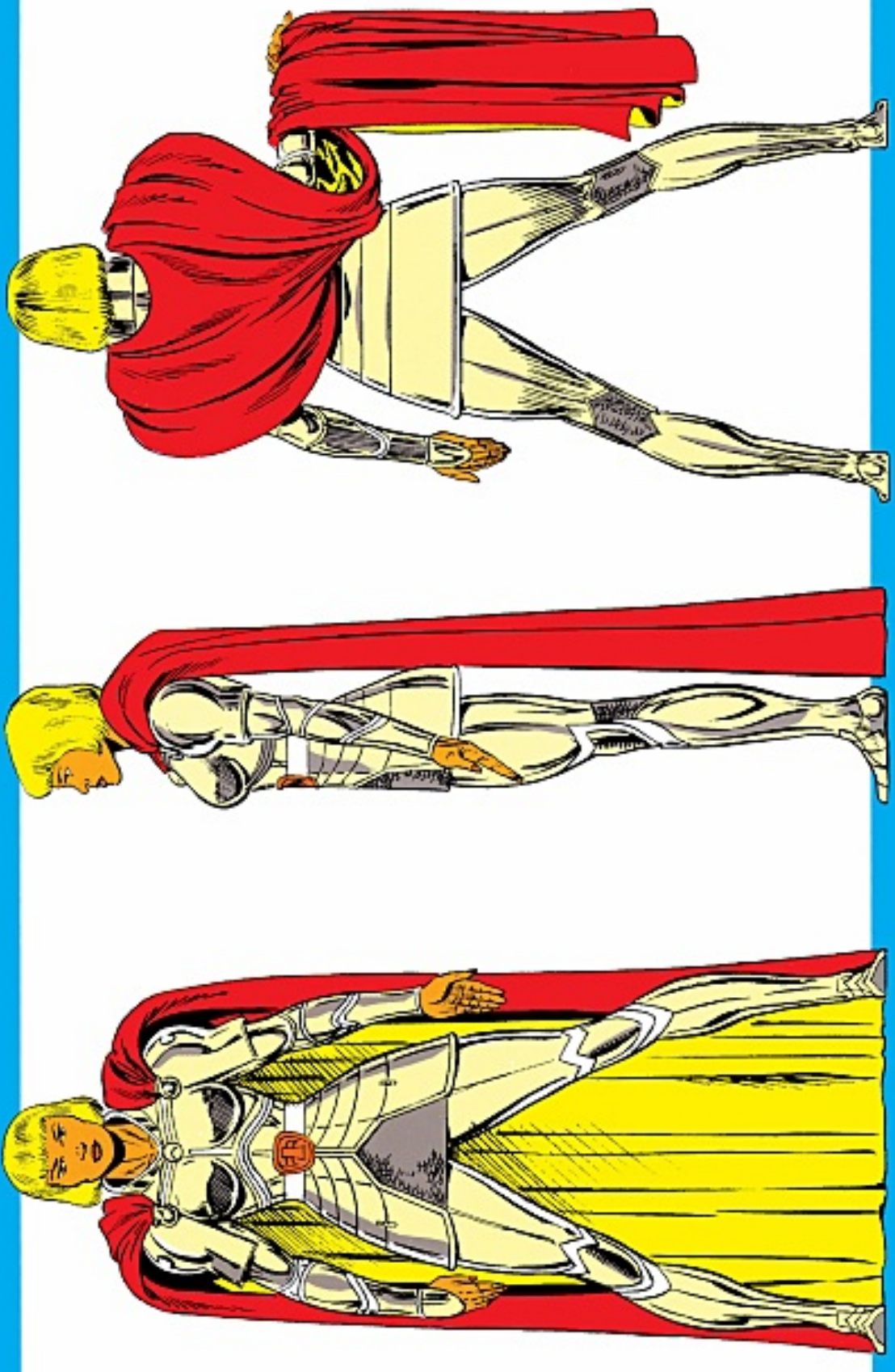
PARAPHERNALIA

Costume specifications: Alien fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Hyperspatial "rainbow bridges"
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (as Thomas Gideon) FANTASTIC FOUR #34, (as Glorian) INCREDIBLE HULK #190
Origin issue: INCREDIBLE HULK #267
Significant issues: FANTASTIC FOUR #34 (accidentally trapped with Thing in Gregory Gideon's time machine, returned to present, reconciled with father); FANTASTIC FOUR #134-135 (lethally irradiated with Gregory Gideon by nuclear weapon test, Gregory attempted to cure them both but failed and apparently died); FANTASTIC FOUR #136-137 (cured of radiation poisoning by the Shaper of Worlds, became his apprentice); INCREDIBLE HULK Vol. 2 #190-191 (first appeared as Shaper's assistant Glorian, first encountered the Hulk, was apparently killed); INCREDIBLE HULK Vol. 2 #267 (revealed to be the transformed Thomas Gideon); INCREDIBLE HULK HULK Vol. 2 #353, 355-359 (went to Las Vegas, attempted to bring happiness to the Hulk, battled him, signed contract with Nick Cloot, Hulk attempted to save him, finally saved by Shaper of Worlds and taken into space)

GODDESS™



GODDESS

BIOGRAPHICAL DATA

Real name: The Goddess
Other current aliases: None
Former aliases: Adam Warlock, Him
Dual identity: None; that the Goddess is actually the embodiment of the "good" feminine side of Adam Warlock is not known to the general populace of Earth.
Current occupation: Would-be savior of the universe
Former occupation: Avenger, savior of worlds
Citizenship: None
Legal status: No criminal record
Place of creation: (as Adam Warlock) the Beehive, Shard Island, Atlantic Ocean
Marital status: Single
Known relatives: Kismet (Her, genetic "twin")
Known confidants: None
Known allies: Much of the general populace of the known universe and various heroes of Earth under her mental domination
Major enemies: Adam Warlock, Thanos, Mephisto, Magus I, Silver Surfer, Mister Fantastic, Thing, Human Torch II, Iron Man I, Vision II, Hulk, Professor X, Maxam, She-Hulk, Guardian II, Wolverine, Cyclops, Nova I, Speedball, Drax the destroyer, Pip the Troll, Havok, Polaris, Strong Guy, the Beast, Northstar, Psylocke, Spider-Woman II, Rouge, Nomad, Night Thrasher, Wildheart, Forge, Darkhawk, Rage, Firestar, Iceman, Super-Skrull, Valkyrie III, and others
Usual base of operations: Paradise Omega
Former bases of operations: The known universe
Current group membership: None
Former group membership: None
Extent of education: Self-taught

PHYSICAL DESCRIPTION

Height: 6'
Weight: 200 lbs.
Eyes: White, no visible pupils
Hair: Blonde
Other distinguishing features: Golden-hued skin

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 10, (enhanced by cosmic energy) Superhuman Class 50
Flight speed: Supersonic, (enhanced by cosmic energy) Warp speed
Stamina: Enhanced human
Durability: Metahuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Minimal experience in hand-to-hand combat
Special skills and abilities: Accomplished self-taught philosopher, master planner and schemer
Superhuman physical powers: Aside

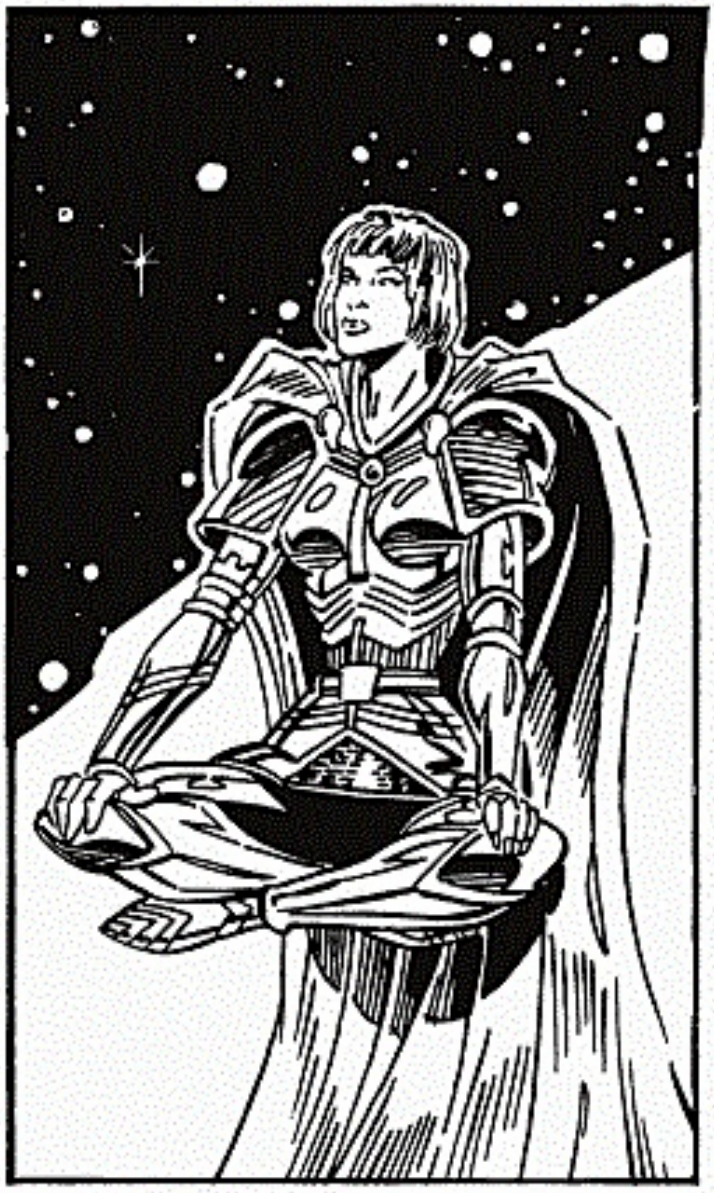
from the above listed attributes, the Goddess has the ability to manipulate cosmic energy for a variety of uncatalogued effects
Superhuman mental powers: Telepathy, cosmic awareness, and mind-control
Special limitations: None
Source of superhuman powers: The Goddess is an artificially-created being whose body has certain cosmic energy receptive cells

PARAPHERNALIA

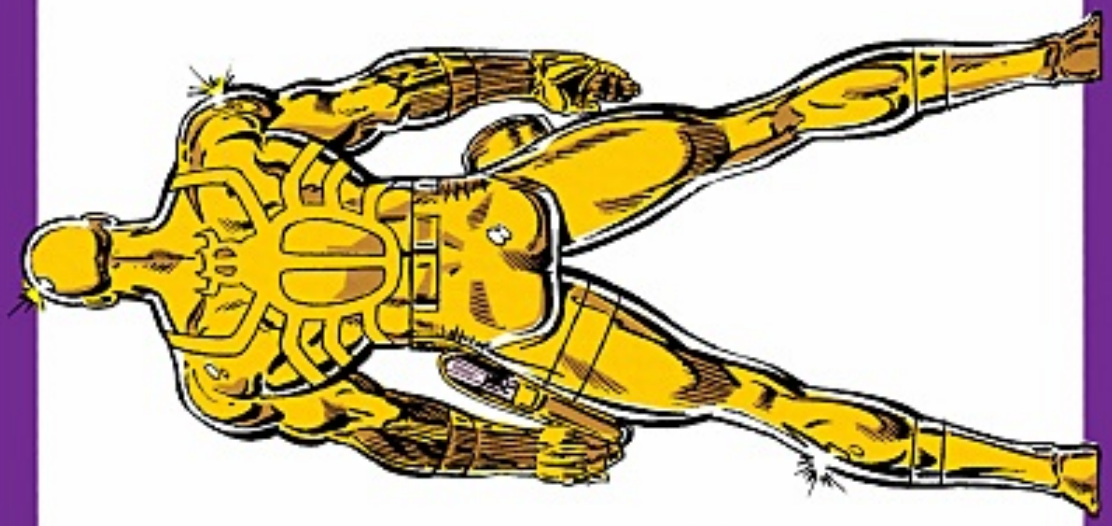
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: An accumulation of cosmic containment units (power objects containing powerful reality-changing energy-beings)
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

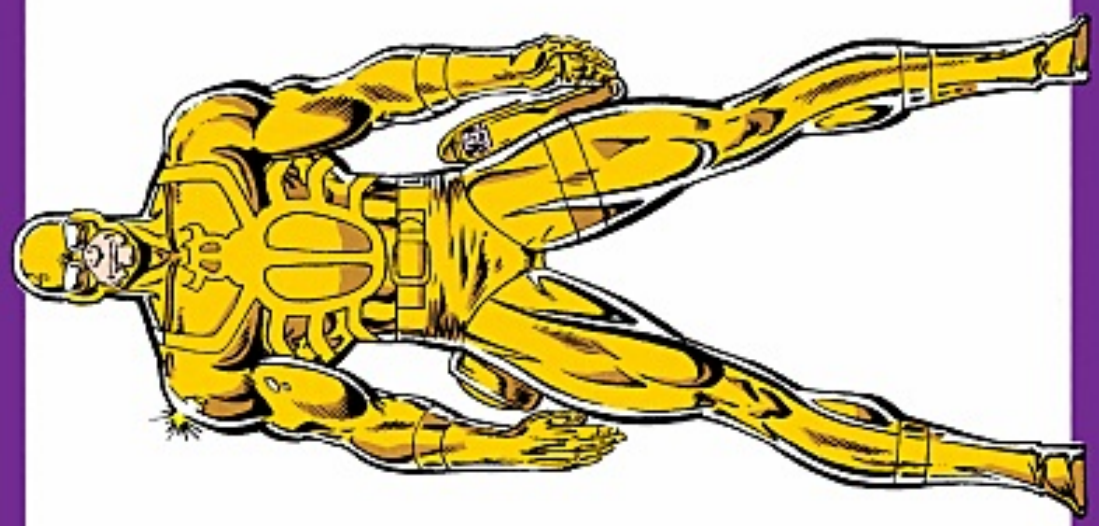
BIBLIOGRAPHY

First appearance: INFINITY WAR #2
Origin issue: INFINITY WAR #2
Significant issues: INFINITY WAR #2 (revealed to have been created when Adam Warlock expelled his good essence from his body); INFINITY WAR #6 (existence and threat to the universe suspected by Thanos); INFINITY CRUSADE #1 (recruited various heroes to join in her mission to create peace throughout the universe, created base on Paradise Omega); INFINITY CRUSADE #2 (created peace throughout the universe; with the converted heroes, stopped Mr. Fantastic, Iron Man I, and the Vision II, from investigating her base on Paradise Omega); INFINITY CRUSADE #3 (attacked by Pip the Troll, changed to salt)



GOLDBUG™





GOLDBUG

BIOGRAPHICAL DATA

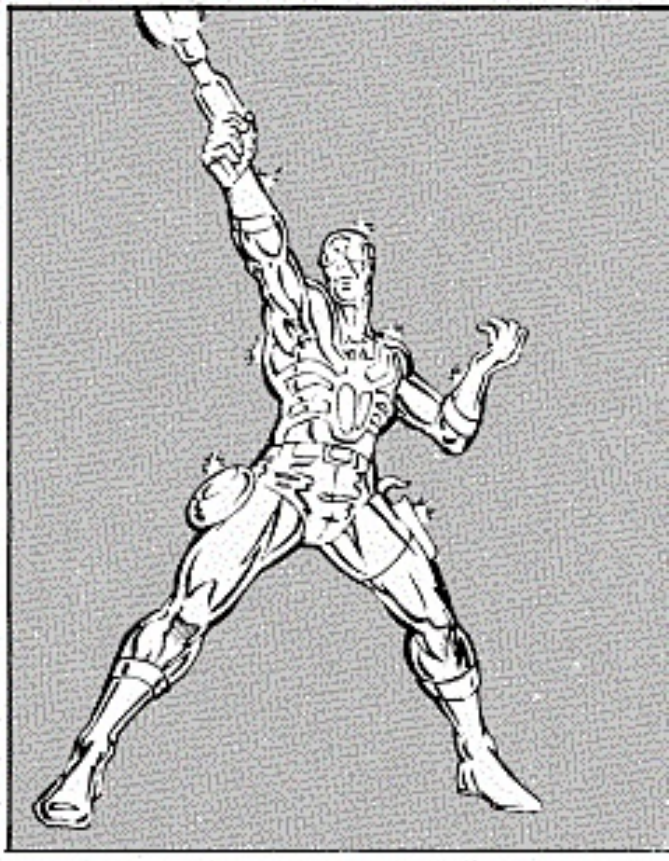
Real name: Unrevealed
Other current aliases: Jack Smith
Former aliases: None known
Dual identity: Presumably known to the United States authorities
Current occupation: Professional thief
Former occupation: Executive at Shank's Armored Couriers, New York City
Citizenship: United States of America
Legal status: Criminal record in the United States
Place of birth: Unrevealed
Marital status: Presumed single
Known relatives: None
Known confidants: None
Known allies: None
Major enemies: Power Man, Spider-Man, Namor the Sub-Mariner, Thunderbolt (deceased), the Maggia, Tyrannus
Usual base of operations: New York area
Former bases of operations: Manhattan penthouse, Brooklyn garage, Long Island City warehouse
Current group membership: None
Former group membership: None
Extent of education: Unrevealed, presumably at least college level

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 170 lbs.
Eyes: Blue
Hair: Blond, possibly now bald due to chemotherapy
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal, increased by exo-skeleton to enhanced human
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Average hand-to-hand combatant, no combat training
Special skills and abilities: Talented



inventor and criminal strategist
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Being treated for effects of radiation poisoning at last report
Source of superhuman powers: Inapplicable

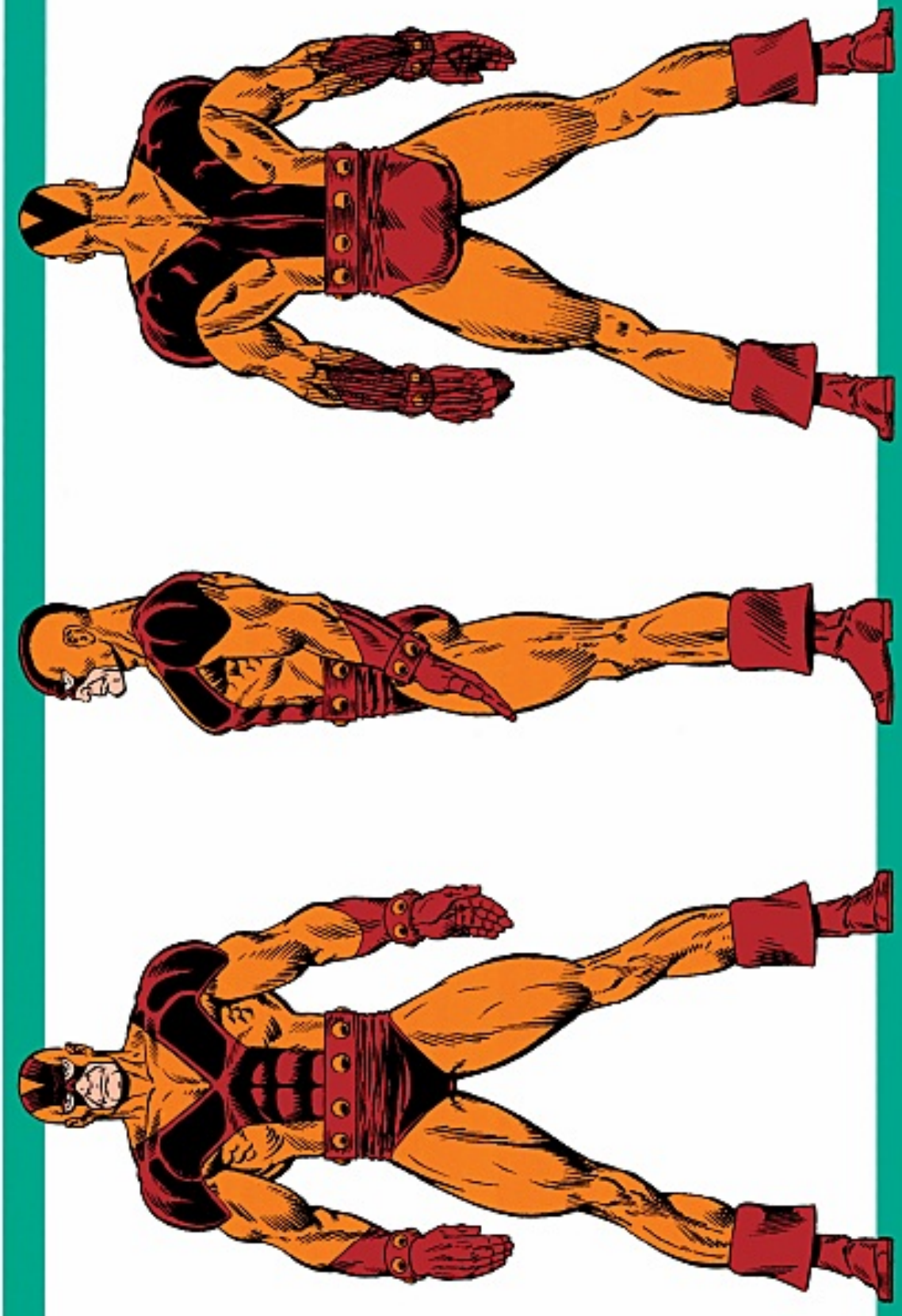
PARAPHERNALIA

Costume specifications: Steel mesh coated with gold foil, contains electrically powered exoskeleton that amplifies Goldbug's strength; wafer-thin parachute sewn inside costume
Personal weaponry: "Gold-gun" that shoots gold dust that hardens on contact
Special weaponry: Lasers mounted on hovercraft and submarine, aqua regia solution used to dissolve metals
Other accessories: None
Transportation: Jet-propelled hovercraft ("bugship") with gold plating and magna-drive engines, equipped with laser weaponry, radar scanners, suction devices for scooping up gold; submarine with gold plating, equipped with laser weaponry, titanium grapplers, cloaking devices, depth charges
Design and manufacture of paraphernalia: Tinkerer, working from designs created or stolen by Goldbug

BIBLIOGRAPHY

First appearance: LUKE CAGE, POWER MAN #41
Origin issue: Goldbug's origin has yet to be revealed.
Significant issues: LUKE CAGE, POWER MAN #41 (as Jack Smith, hired Power Man to guard gold shipment which Goldbug then stole, attempted to frame Power Man and Thunderbolt for stealing the gold); LUKE CAGE, POWER MAN #42 (defeated by Power Man and Thunderbolt); INCREDIBLE HULK #238 (revealed to be unwitting pawn of Three Who Wield Power, including Tyrannus; sets out to capture Hulk); INCREDIBLE HULK #239 (captured Hulk to use as power source for Bugship, set out to plunder El Dorado, legendary "city of gold"; Hulk broke free and Bugship crashed); INCREDIBLE HULK #240 (dragged unconscious to El Dorado by Hulk); INCREDIBLE HULK #241 (in El Dorado, planned to kill Hulk, learned he was Tyrannus's pawn, attacked him and was captured by Tyrannus); INCREDIBLE HULK #242 (freed Hulk from captivity to battle Tyrannus); INCREDIBLE HULK #243 (teleported back to New York City only to be captured by Power Man); SPECTACULAR SPIDER-MAN #62 (attempted to form alliance with Maggia; stole irradiated gold from Empire State University laboratory, thereby contracting radiation poisoning; battled Spider-Man; attacked and apparently shot by the Maggia); SOLO AVENGERS #17 (undergoing treatments for radiation poisoning, attempted to steal sunken remains of building turned into gold by the Beyonder, thwarted by Namor the Sub-Mariner)

GOLIATH™



GOLIATH

BIOGRAPHICAL DATA

Real name: Erik Josten
Other current aliases: None
Former aliases: Power man I, Smuggler
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Mercenary
Citizenship: United States of America
Legal status: Criminal record
Place of birth: Milwaukee, Wisconsin
Marital status: Single
Known relatives: None
Known confidants: (formerly) Swordsman
Known allies: (formerly) Swordsman, Enchantress, Black Widow, Mandarin, Grim Reaper, Living Laser, Dr. Karl Malus, Baron Helmut Zemo, Masters of Evil IV, Ultron, Black Talon II, Man-Ape, Nekra, Brothers Grimm II, Graviton, Titania II, Trapster
Major enemies: Wonder Man, Captain America, Avengers, Power Man (Luke Cage), Spider Man, Iron Man V (James Rhodes), Maggia
Usual base of operations: Mobile, usually Los Angeles area
Former bases of operations: Baron Zemo I's hidden base in South America, later New York City area
Current group membership: None
Former group membership: Partner of the Swordsman, Lethal Legion I and II, Grim Reaper's unnamed team, Masters of Evil IV
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: (normal) 6'
Weight: (normal) 225 lbs.
Eyes: (formerly) Blue
Hair: Brown
Other distinguishing features: Goliath's eyes have been transformed into containment spheres for unknown energies which shine from them if not restrained by force of will

POWERS AND ABILITIES

Intelligence: Normal
Strength: (at 6') Superhuman Class 50, (at 60') Superhuman Class 100
Speed: Peak human
Stamina: Metahuman
Durability: Superhuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant, received combat training as a mercenary
Special skills and abilities: None
Superhuman physical powers: Ability to increase his size and mass at will from his normal 6' height to his maximum 60' height and back again. Goliath psionically draws the additional mass from an extra-dimensional source, to which it returns as he decreases in size. Possessing superhuman strength even at his normal size,

Goliath gains additional strength as he grows. He achieves his maximum level of strength at his maximum height. His weight increases as a cube (a factor multiplied by itself three times) as he grows in height. Goliath may possess other superhuman abilities that have yet to manifest themselves that are similar to those of Wonder Man, who gained his powers through the same process that gave Goliath his original powers.

Superhuman mental powers: None

Special limitations: Attempting to increase his size and mass too rapidly or beyond his maximum safe limit of 60' will induce physical collapse or even coma

Source of superhuman powers: Mutagenic processes developed by Baron Heinrich Zemo and Dr. Karl Malus

PARAPHERNALIA

Costume specifications: Fabric made of unstable molecules, enabling it to expand and contract as Goliath changes size

Personal weaponry: None currently, used conventional firearms as a mercenary

Special weaponry: None

Other accessories: None

Transportation: None

Design and manufacture of paraphernalia: Dr. Karl Malus

BIBLIOGRAPHY

First appearance: AVENGERS #21

Origin issue: (as Power Man I) AVENGERS #21, (as Goliath III) IRON MAN ANNUAL #7

Significant issues: AVENGERS #21-22 (given superhuman strength by Enchantress using Baron Zemo I's equipment, first battled Avengers); AVENGERS #29-30 (first partnered with Swordsman, fought Avengers under leadership of brainwashed Black Widow); TALES OF SUSPENSE #88 (alongside Swordsman, as unwitting pawns of Red Skull, fought Captain America); AVENGERS SPECIAL #1 (served as agent of Mandarin); AVENGERS #78-79 (fought Avengers as member of Lethal Legion I); POWER MAN #21 (lost use of alias "Power Man" in combat with Luke Cage); AVENGERS #164 (joined Count Nefaria's new Lethal Legion, had his powers drained by Nefaria); SPECTACULAR SPIDER-MAN #49-50 (under new alias of Smuggler, was defeated by Spider-Man); IRON MAN ANNUAL #7 (given increased superhuman strength and size-changing powers by Dr. Karl Malus, adopted new alias of Goliath, was defeated by James Rhodes as Iron Man and West Coast Avengers); WEST COAST AVENGERS Vol. 2 #1-2/VISION AND SCARLET WITCH Vol. 2 #1-2 (under leadership of Grim Reaper, battled West Coast Avengers alongside Man-Ape, Nekra, and Ultron); AVENGERS #273-274 (helped in capture of Avengers mansion by Masters of Evil IV); WEB OF SPIDER-MAN #60, 64, 65 (battled Spider-Man during "Acts of Vengeance"); WONDER MAN #1 (battled Wonder Man in attempt to usurp his fame)

GORGON™

GORGON

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Royal administrator
Former occupation: Unrevealed
Citizenship: City of Attilan, the Blue Area, Earth's Moon
Legal status: No criminal record
Place of birth: Island of Attilan, Atlantic Ocean
Marital status: Single
Known relatives: Korath (father, deceased); Milena (mother, deceased) Black Bolt, Maximus (cousins); Agon (paternal Uncle)
Known confidants: Black Bolt, Medusa, Karnak, Triton, Minxi
Known allies: Fantastic Four, Daredevil
Major enemies: Maximus the Mad, the Kree
Usual base of operations: City of Attilan, the Blue Area, Earth's Moon
Former bases of operations: Island of Attilan, Atlantic Ocean
Current group membership: Royal family of the Inhumans
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 450 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Gorgon has hooves instead of feet.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Inhuman royal militia training
Special skills and abilities: None
Superhuman physical powers: Superhuman strength; plus the ability to deliver an intense pulse of kinetic energy by stamping his hooves; a single stamp can generate a shock wave equivalent to 7.5 on the Richter scale. Gorgon can repeatedly generate seismic concussions for several hours of near-continuous use before fatigue significantly affects his performance.
Superhuman mental powers: None
Special limitations: Like all Inhumans, Gorgon's immune system is weaker than that of an average human.
Source of superhuman powers: Chemical enhancement of genetic potential with mutagenic Terrigen Mist

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Hover-platform
Design and manufacture of

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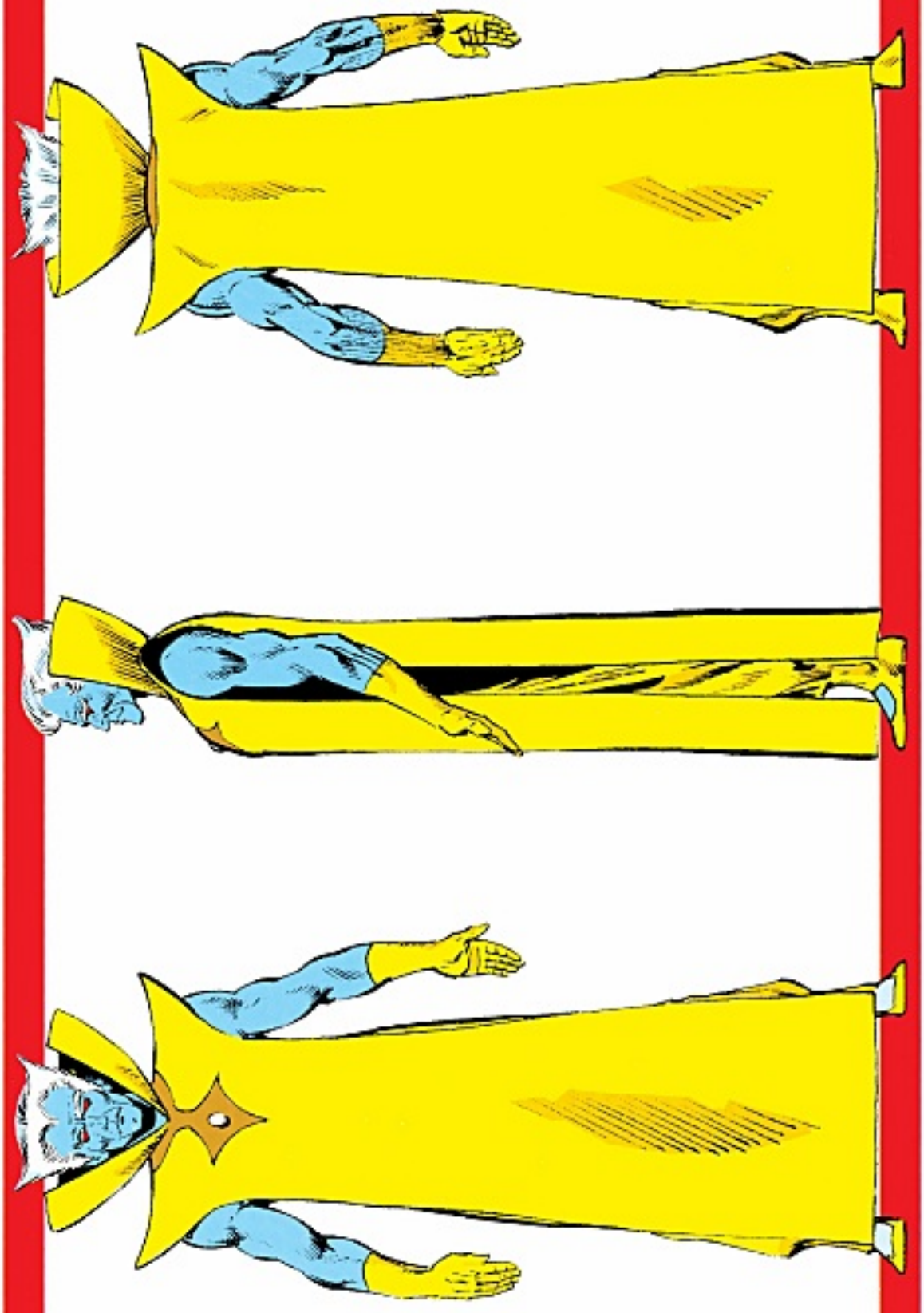
paraphernalia: Unidentified Inhuman technicians

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #44
Origin issue: Gorgon's origin is as yet unrevealed.
Significant issues: INHUMANS SPECIAL #1 (encountered the Trikon, left Great Refuge for first time in exile); FANTASTIC FOUR #45-48 (first encountered Fantastic Four; battled Maximus alongside Inhuman Royal Family; trapped inside Maximus's "negative zone" barrier around the Great Refuge); FANTASTIC FOUR #59-61 (freed from "negative zone" barrier along with rest of the Inhumans; left Great Refuge with Royal Family to visit outside world); FANTASTIC FOUR #62 (aided the Fantastic Four against Psycho-Man); FANTASTIC FOUR #82-83 (aided the Inhuman Royal Family in defeating Maximus's attempt to overthrow Great Refuge); AMAZING ADVENTURES #3-4 (aided Royal Family against Mandarin); AMAZING ADVENTURES #5 (assisted Karnak in freeing Maximus); AMAZING ADVENTURES #7 (journeyed to America to search for Black Bolt); AMAZING ADVENTURE #9-10 (battled Magneto and mutated minions); FANTASTIC FOUR #150 (attended the wedding of Quicksilver and Crystal; battled Ultron-7); INHUMANS #1-2 (battled Blastaar and Kree Kaptroids); INHUMANS #3-4 (traveled to New York City; battled Shatterstar); INHUMANS #5 (imprisoned by Maximus); INHUMANS #6 (aided in defeat of Maximus and Evil Inhumans); INHUMANS #7-8 (left Earth with Inhuman Royal Family to prevent Kree subjugation of Inhumans; battled various aliens); INHUMANS #10 (battled Kree agents); INHUMANS #11 (returned to Earth; battled Kree agent, the Persuer); INHUMANS #12 (battled Hulk); CAPTAIN MARVEL #53 (encountered Captain Marvel); FANTASTIC FOUR #240 (accompanied Inhuman exodus when Attilan was relocated to Earth's Moon); INHUMANS GRAPHIC NOVEL (accompanied Medusa to Earth when she fled Attilan to avoid compulsory abortion, assisted in birth of her child, romanced Inhuman woman Minxi); DAREDEVIL #274 (traveled to earth in search of Black Bolt and Medusa's missing child); DAREDEVIL #278-282 (became entangled in Mephisto's plot against Daredevil; transported to netherworld)

GRANDMASTER™



GRANDMASTER

BIOGRAPHICAL DATA

Real name: En Dwi Gast
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Game player
Former occupation: Unrevealed
Citizenship: None
Legal status: None
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Elders of the Universe, In-Betweener
Major enemies: The Avengers, Galactus, the Silver Surfer, Death
Usual base of operations: Mobile throughout the universe
Former bases of operations: Unrevealed
Current group membership: Elders of the Universe
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7' 1"
Weight: 240 lbs.
Eyes: Red, no visible pupils
Hair: White
Other distinguishing features: Pale-blue skin

POWERS AND ABILITIES

Intelligence: Superhuman intellect
Strength: Unrevealed, possibly normal
Speed: Unrevealed, possibly normal
Stamina: Unrevealed, possibly immeasurable
Durability: Totally indestructible
Agility: Unrevealed, possibly normal
Reflexes: Unrevealed, possibly normal
Fighting skills: None
Special skills and abilities: Vast knowledge and comprehension of games and game theory far beyond present-day Earth, as well as encyclopedic knowledge of thousands of exotic games played throughout the universe
Superhuman physical powers: The Grandmaster possesses a cosmic life force which grants him a variety of superhuman traits, including a virtually immortal body, immunity to aging and disease, and imperviousness to conventional injury through regeneration of any injury. Also, the Grandmaster can utilize his cosmic life force for a variety of effects, including levi-tation, the projection of energy blasts, travel through time, space, and alternate dimensions, transformation and rearrangement of matter on a planetary scale, the ability to cause death to others simply by wishing it, and the ability to resurrect beings dead for less than 29.5 hours. Currently due to his machinations against Death, he cannot die.
Superhuman mental powers: The Grandmaster's superhuman brain gives

him a number of abilities, including the power to mentally compute diverse low information probabilities to the tenth decimal place with ease, and to retain vast amounts of data. He also possesses certain abilities of mental perception beyond those currently known which enable him recieve information about his environment through extrasensory means. He also maintains a psychic link with the highly advanced computers of his base world, which extend and enhance his mental abilities.

Special limitations: The Grandmaster cannot use his powers to resurrect the dead on beings with similar types of "cosmic life force" as himself.

Source of superhuman powers: Manipulation of cosmic energy; how the Grandmaster acquired this ability is unrevealed

PARAPHERNALIA

Costume specifications: Alien materials

Personal weaponry: None

Special weaponry: Various exotic extraterrestrial devices, as needed

Other accessories: Various exotic extraterrestrial devices, as needed

Transportation: Starship, interdimensional teleportation

Design and manufacture of paraphernalia: Unrevealed; possibly of his own devising

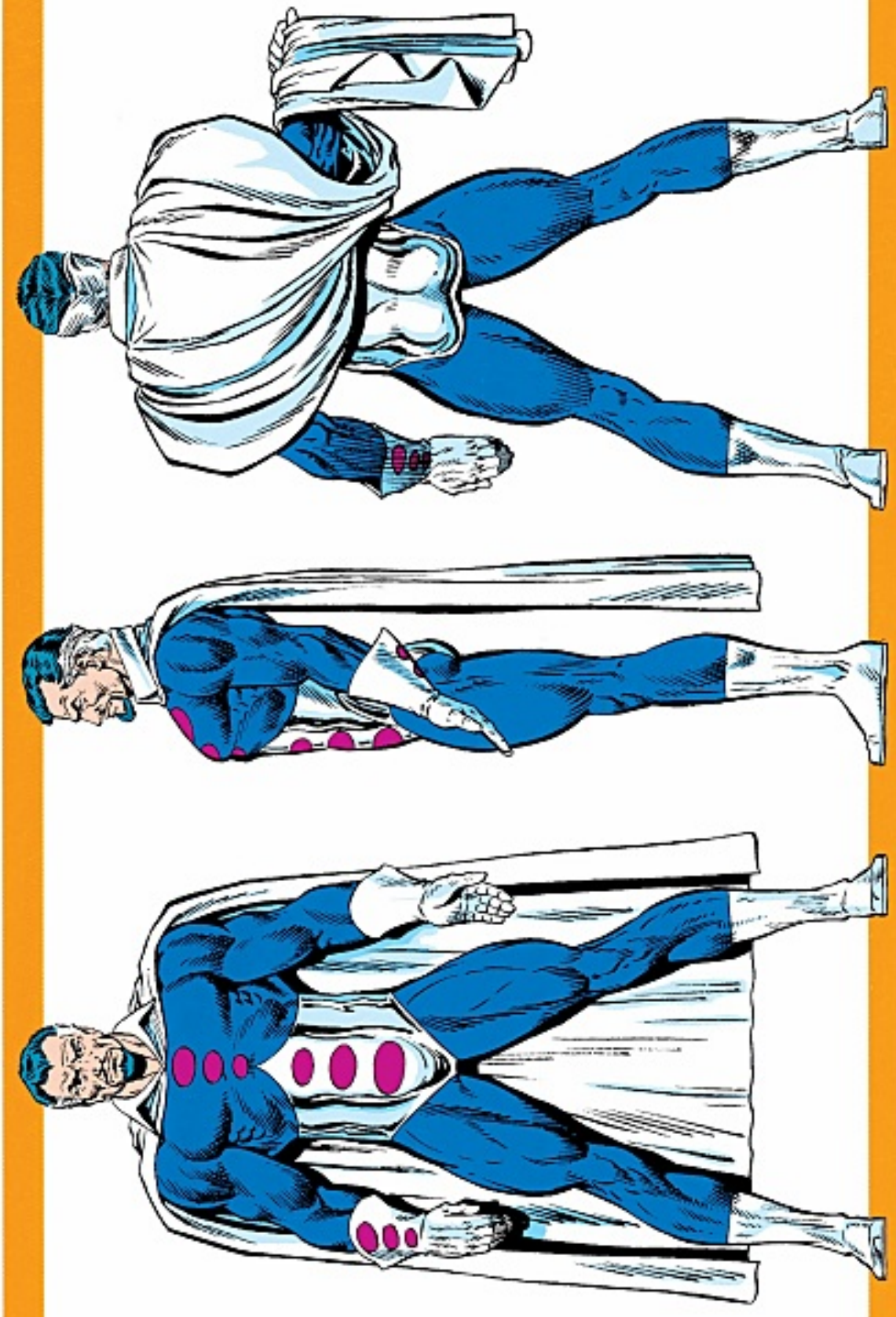
BIBLIOGRAPHY

First appearance: AVENGERS #69

Origin issue: The Grandmaster's origin is as yet unrevealed.

Significant issues: AVENGERS #69-71 (played game against Kang the Conqueror, using Avengers and Squadron Sinister as pawns); GIANT-SIZE DEFENDERS #3 (used Defenders as pawns in game against Prime Mover); CONTEST OF CHAMPIONS #1-4 (used large collection of Earth heroes as pawns in game against Death for the soul of fellow Elder, the Collector; died); AVENGERS WEST COAST ANNUAL #2-AVENGERS ANNUAL #16 (used Avengers as pawns in game against Death; succeeded in scheme to trick Death in making all Elders immortal by banning them from her kingdom); SILVER SURFER Vol. 2 #4 (participated in Elders' plot to kill Galactus); SILVER SURFER Vol. 2 #9 (battled Galactus and Silver Surfer); SILVER SURFER Vol. 2 #10 (devoured by Galactus); SILVER SURFER Vol. 2 #17 (along with other Elders devoured by Galactus, caused Galactus "cosmic indigestion" from within; escaped from Galactus); SILVER SURFER Vol. 2 #19 (teleported to parts unknown by Galactus)

GRAVITON™



GRAVITON

BIOGRAPHICAL DATA

Real name: Franklin Hall
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Criminal mastermind
Former occupation: Physicist
Citizenship: Canada
Legal status: Criminal record
Place of birth: Banff, Alberta, Canada
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Halflife I, Quantum, Zzzax, the Blank, Brothers Grimm II, Goliath III, Titania II, Trapster
Major enemies: The Avengers, the Avengers West Coast, the Fantastic Four, Spider-Man, Thor, the Shroud
Usual base of operations: Mobile
Former bases of operations: Private physics research facility in Canadian Rocky Mountains; Los Angeles, California
Current group membership: None
Former group membership: None
Extent of education: Ph.D. in physics

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 200 lbs.
Eyes: Blue-gray
Hair: Black, white at the temples
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Flight speed: Natural winged flight limit
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, no formal training
Special skills and abilities: Expertise in advanced physics, including teleportation
Superhuman physical powers: None
Superhuman mental powers: Graviton can manipulate gravitons (the subatomic particles that carry the force of gravitational attraction) and anti-gravitons (similar particles but with opposite force and spin of gravitons). Graviton can surround any person or object, including himself, with gravitons or anti-gravitons, thereby increasing or decreasing the pull of gravity upon it. Graviton can fly by projecting anti-gravitons. By rapidly projecting gravitons in a cohesive beam, he can generate a highly-concussive force blast. Graviton can create gravitational force field sufficient to protect himself from the concussive force of a small nuclear weapon.
Special limitations: Graviton can exert gravitational control over a maximum distance of 2.36 miles from his body, and hence over 6.88 cubic miles at a time. He can use his power at maximum capacity

for up to eight hours before mental fatigue significantly impairs his performance, and up to eighteen hours if he conserves his energy during that time. Graviton can attain higher flight speeds if wearing proper breathing equipment

Source of superhuman powers: Explosion that intermingled his molecules with sub-nuclear graviton particles generated by nearby particle accelerator

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Flight under own power

Design and manufacture of paraphernalia: Inapplicable

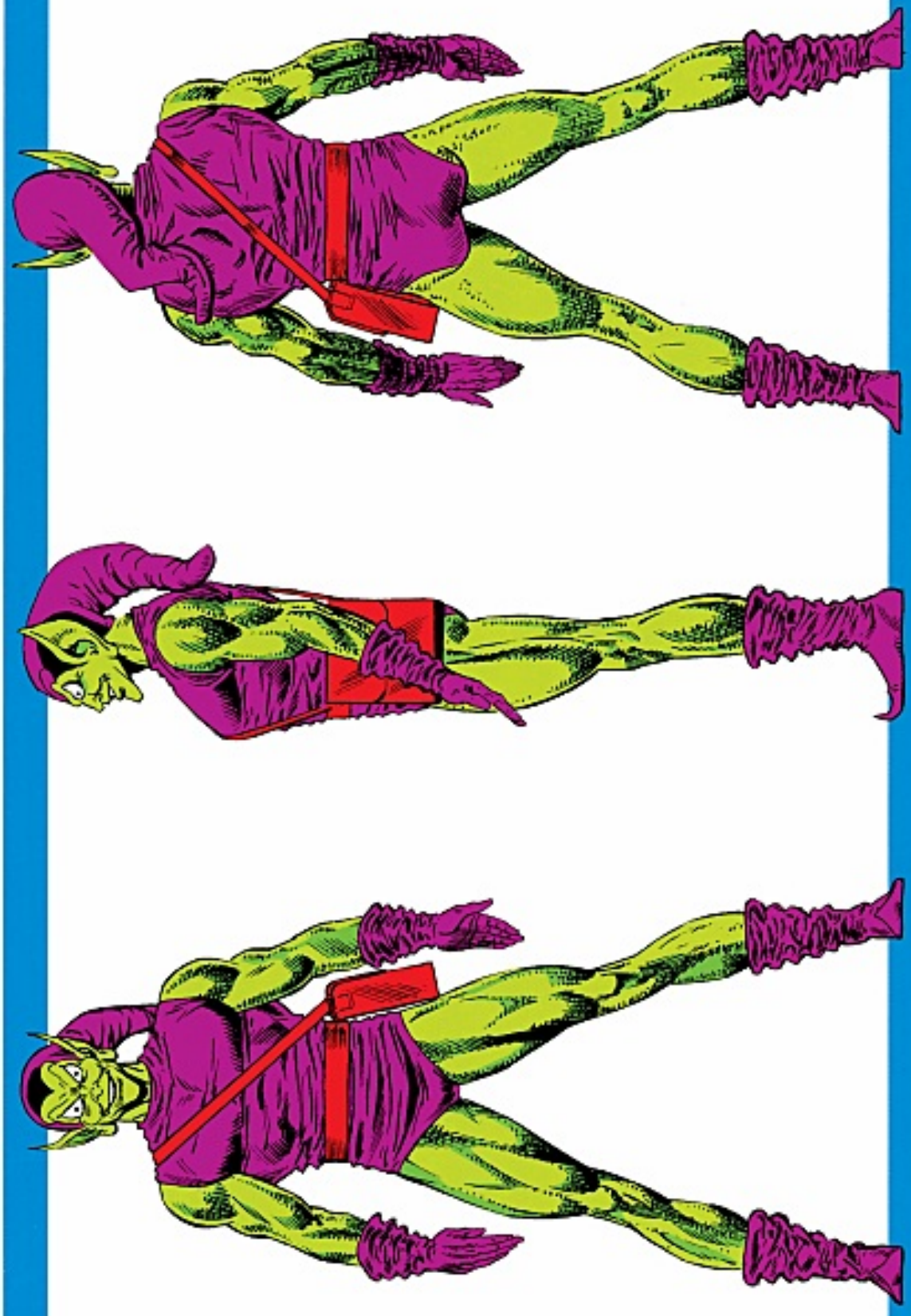
BIBLIOGRAPHY

First appearance: AVENGERS #158

Origin issue: AVENGERS #158

Significant issues: AVENGERS #158-159 (gained superhuman powers; adopted costumed identity; took over research facility, battled Avengers; caused the facility to collapse, infusing its atoms with those of his body); THOR #324 (returned to human form, took New York City department store hostage, was exiled to outer space by Thor I); WEST COAST AVENGERS Vol. 1 #2-4 (returned to Earth, attempted to takeover Los Angeles organized crime, was thwarted by West Coast Avengers); WEST COAST AVENGERS Vol. 2 #12-13 (recruited Halflife I, Quantum, and Zzzax as allies; captured West Coast Avengers; was defeated by them); FANTASTIC FOUR #322 (battled Fantastic Four); AMAZING SPIDER-MAN #326 (assigned by Kingpin to kill Spider-Man, captured Daily Bugle building, defeated Spider-Man in combat); AMAZING SPIDER-MAN #329 (defeated by Spider-Man using Captain Universe power); WEB OF SPIDER-MAN #64-65 (hired by Chameleon along with Brothers Grimm II, Goliath III, Titania II, and Trapster to kill Spider-Man, wrecked Daily Bugle building, attacked Kingpin's building, defeated by Spider-Man)

GREEN GOBLIN™



GREEN GOBLIN

BIOGRAPHICAL DATA

Real names: (I) Norman Osborn, (II) Harold "Harry" Osborn, (III) Dr. Barton "Bart" Hamilton
Other current aliases: (II) None
Other aliases at time of death: (I, III) None
Former aliases : (all) None
Dual identities: (I, II) Secret; (III) Known to the authorities
Current occupation: (II) Vault inmate, owner and president of Osborn Industries, Inc.
Occupation at time of death: (I) Owner and president of Osborn Industries, Inc.; (III) Psychiatrist
Former occupation: (II) College student
Citizenships: (all) United States of America
Legal status: (I, II) No criminal record, deceased, (III) Criminal record
Place of births: (I) Hartford, Connecticut; (II) New York City; (III) Scarsdale, New York
Place of death: (I, III) New York City
Cause of death: (I) Impaled by own jet-glider, (III) Accidentally killed by explosion of his own bomb
Marital status: (I) Widower, (II) Married, (III) Single
Known relatives: (I) Harry Osborn (son), Elizabeth "Liz" Allan Osborn (daughter-in-law), Norman "Normie" Osborn (grandson); (II) Norman Osborn (father, deceased), Elizabeth "Liz" Allan Osborn (wife), Norman "Normie" Osborn (son), Mark Raxton (Molten man, stepbrother-in-law); (III) None
Known confidants: (I, III) None, (II) (former) Spider-Man
Known allies: (I) Crime Master I, Kraven the Hunter, the Enforcers, Lucky Lobo Gang, (II) (former) Spider-Man, Molten Man, (III) None
Major enemies: (I) Spider-Man, Professor Mendel Stromm, the Human Torch, the Maggia; (II) Spider-Man, (III) Spider-Man, Harry Osborn, Silvermane
Usual base of operations: (II) New York City
Base of operations at time of death: (I, III) New York City
Former bases of operations: (all) Same
Current group membership: (II) None
Group membership at time of death: (I, III) None
Former group membership: I) Leader of the Lucky Lobo Gang, (II, III) None
Extent of education: (I) College graduate, (II) Bachelor of Science degree in Chemistry, Bachelor of Arts degree in Business Administration, (III) Ph. D. in Psychology

PHYSICAL DESCRIPTION

Height: (I) 5' 11", (II) 5' 10", (III) 6'
Weight: (I) 185 lbs.; (II) 170 lbs., (III) 195 lbs.
Eyes: (all) Blue
Hair: (I, II) Red-brown, (III) Black
Other distinguishing features: (all) None

POWERS AND ABILITIES

Intelligence: (I, II) Genius, (III) Above normal
Strength: (I, II) Superhuman Class 10, (III) Normal
Speed: (I, II) Superhuman, (III) Normal
Stamina: (I, II) Superhuman, (III) Normal
Durability: (I, II) Enhanced human, (III) Normal
Agility: (I, II) Enhanced human, (III) Normal
Reflexes: (I, II) Enhanced human, (III) Normal
Fighting skills: (all) Minimal
Special skills: (I) Genius at inventing weaponry and concocting chemicals, (II, III) None known
Superhuman physical powers: (I, II) Aside from the above listed attributes, none; (III) None
Superhuman mental powers: (all) None
Special limitations: (I, II) Criminally insane, (III) None
Source of superhuman powers: (I, II) Chemical solution devised by Norman Osborn a formula originally conceived by Professor Mendel Stromm, (III) Inapplicable

PARAPHERNALIA

Costume specifications: (all) Bulletproof mail with overlapping tunic, cap, and mask
Personal weaponry: (all) Concussion and incendiary Jack O' Lanterns, wraith-shaped smoke and gas-emitting bombs, razor-edged bat-shaped boomerangs, gloves woven with microcircuited power conducting filaments which channel pulsed discharges of electricity
Special weaponry: (all) Various as needed
Other accessories: (all) Shoulder bag to carry small, portable weaponry
Transportation: (I) Turbo-fan-powered "flying broomstick," (all) One-man miniature turbo-fan-powered vertical thrust, cybernetically-controlled "goblin glider," capable of speeds up to 90 miles per hour
Design and manufacture of paraphernalia: Norman Osborn

BIBLIOGRAPHY

First appearance: (I) AMAZING SPIDER-MAN #14; (II) (as Harry Osborn) AMAZING SPIDER-MAN #31, (as Green Goblin) AMAZING SPIDER-MAN #136, (III) (as Hamilton) AMAZING SPIDER-MAN #174, (as Green Goblin) AMAZING SPIDER-MAN #176
Origin issue: (I) AMAZING SPIDER-MAN #14; (II) AMAZING SPIDER-MAN #126, 136, (III) AMAZING SPIDER-MAN #176
Significant issues: (I) AMAZING SPIDER-MAN #14 (hired the Enforcers to kill Spider-Man at a bogus new Mexico movie set, Enforcers failed but the Goblin defeated Spider-Man in battle); AMAZING SPIDER-MAN #17 (fought Spider-Man and Human Torch II to a standstill)

GREMLIN™

GREMLIN

BIOGRAPHICAL DATA

Real name: Unrevealed
Aliases at time of death: None
Former aliases : Titanium Man II
Dual identity: Secret, known to the Soviet government
Occupation at time of death: Scientist, adventurer
Former occupation: Scientist
Citizenship: Union of Soviet Socialist Republic
Legal status: No criminal record, still a minor
Place of birth: A hospital in a secret location in the Soviet Union
Place of death: Somewhere over Siberia
Cause of death: Killed by accidental explosion of Titanium Man II armor
Marital status: Single
Known relatives: Gargoyle I (father, deceased)
Known confidants: None
Known allies: Soviet Super-Soldiers (Darkstar, Ursa Major, Vanguard), (former) Crimson Dynamo V, Droog (a talking monster created through genetic engineering)
Major enemies: Iron Man, Hulk, Crimson Dynamo V, Magneto
Base of operations at time of death: A secret base in Khystym, Siberia
Former base of operations: A secret Soviet base somewhere in the Arctic outside the USSR; the secret base Bitterost in Siberia
Group membership at time of death: Soviet Super-Soldiers
Former group membership: None
Extent of education: Doctoral level programs in various sciences

PHYSICAL DESCRIPTION

Height: 4' 6"
Weight: 215 lbs.
Eyes: Blue
Hair: None
Other distinguishing features: Oversized cranium

POWERS AND ABILITIES

Intelligence: Superhuman
Strength: (without armor) Normal (for his size), (with armor) Superhuman Class 75
Speed: (without armor) Normal (for his size), (with armor) Enhanced human
Flight speed: (without armor) None, (with armor) Subsonic
Stamina: Normal
Durability: (without armor) Normal (for his size), (with armor) Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal hand-to-hand skills
Special skills and abilities: Mastery of many areas of science and technology, notably the design of battle armor, strength-magnifying exoskeletons, and computer technology, as well as genetic engineering
Superhuman physical powers: None

Superhuman mental powers: Superhuman intelligence
Special limitations: None
Source of superhuman powers: Genetic mutation

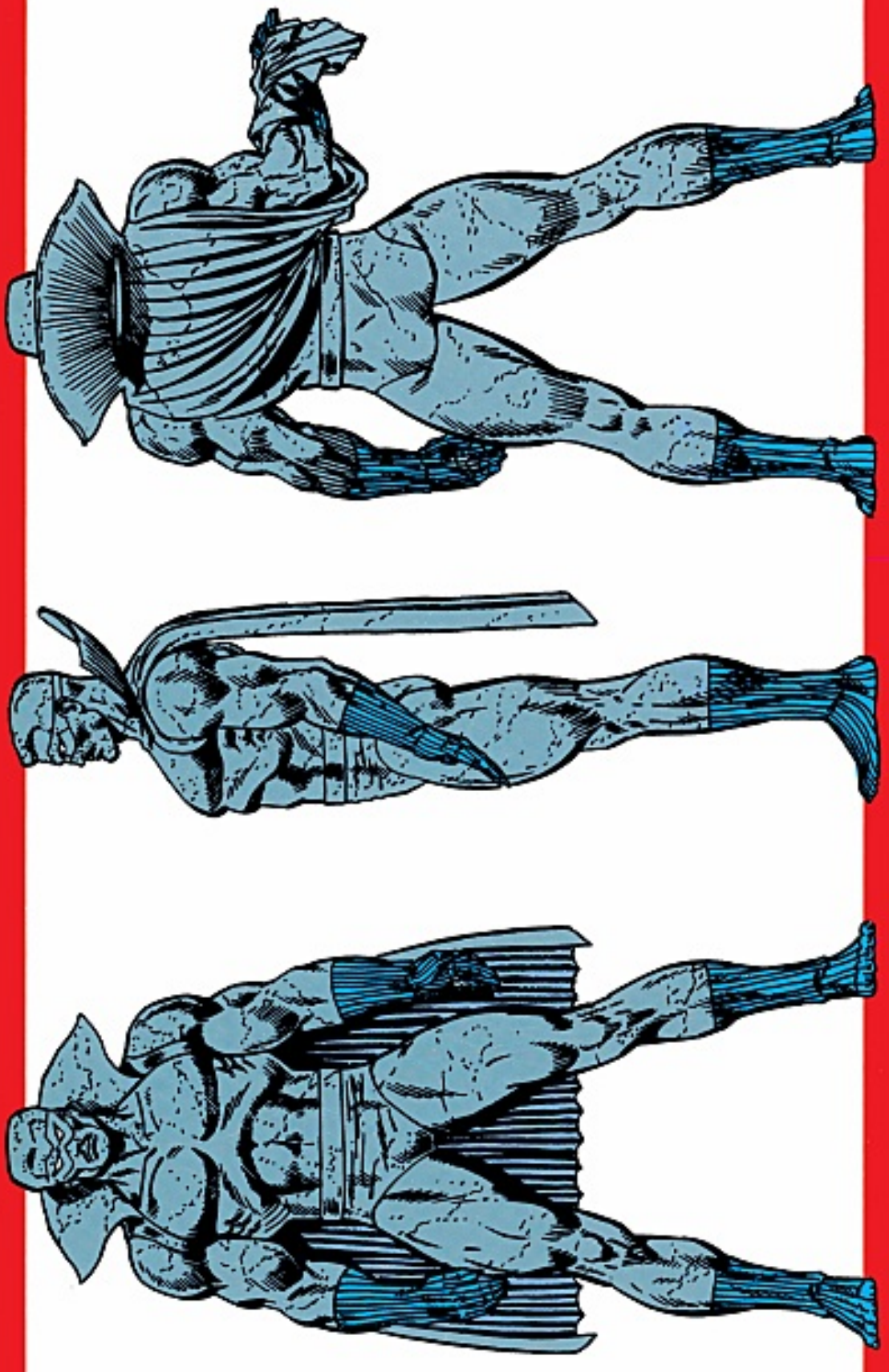
PARAPHERNALIA

Costume specifications: Titanium Man battlesuit which amplified his strength, was highly resistant to damage, enabled him to fly, and from which he could project destructive energy bolts
Personal weaponry: Handguns
Special weaponry: Guns firing concussive energy bolts, various other advanced weaponry
Other accessories: None
Transportation: Harness equipped with jets permitting flight; Titanium Man battlesuit with boot jets permitting flight
Design and manufacture of paraphernalia: Designed by Gremlin, much of technology manufactured by Soviet industry under his direction

BIBLIOGRAPHY

First appearance: (as Gremlin) INCREDIBLE HULK #163, (as Titanium Man II) X-MEN VS. THE AVENGERS #1
Origin issue: MARVEL SUPER-HEROES Vol. 1 #16
Significant issues: INCREDIBLE HULK #163 (first clashed with Hulk at secret base in Arctic; Gremlin's men captured General "Thunderbolt" Ross); INCREDIBLE HULK #187-188 (Hulk and General Ross invaded Gremlin's Bitterfrost base in Siberia to rescue captured Major Glenn Talbot, Gremlin and his pet Droog contended with Hulk, Bitterfrost destroyed by SHIELD); ROM #44 (with Soviet Super-Soldiers, Rom, and Starshine defeated alien Dire Wraiths; joined Soviet Super-Soldiers); X-MEN VS. THE AVENGERS #1-3 (first appearance as Titanium Man II, with other Soviet Super-Soldiers, contended with X-Men and Avengers in attempt to capture Magneto); IRON MAN #229 (as Titanium Man II, apparently accidentally killed by Iron Man during battle with him)

GREY GARGOYLE™



GREY GARGOYLE

BIOGRAPHICAL DATA

Real name: Paul Pierre Duval
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Professional criminal, sculptor
Former occupation: Chemist, captain of the Starship *Bird of Prey*
Citizenship: France
Legal status: Criminal record
Place of birth: Fontainebleau, France
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: (former) Screaming Mimi, Yellowjacket II
Major enemies: Thor, Iron Man, Captain America, Hulk
Usual base of operations: Mobile
Former bases of operations: Paris, France
Current group membership: None
Former group membership: Masters of Evil IV
Extent of education: Master's degree in chemistry

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: (in human form) 175 lbs., (in stone form) 750 lbs.
Eyes: (in human form) Blue, (in stone form) White with no visible pupils
Hair: (in human form) Black, (in stone form) Gray
Other distinguishing features: In his stone form, the Grey Gargoyle's body appears to be composed entirely of stone

POWERS AND ABILITIES

Intelligence: Normal
Strength: (in human form) Normal, (in stone form) Superhuman Class 25
Speed: Normal
Stamina: Normal
Durability: (in human form) Normal, (in stone form) Metahuman
Agility: Normal
Reflexes: Below normal
Fighting skills: Limited knowledge of hand-to-hand combat
Special skills and abilities: Expert knowledge of chemistry
Superhuman physical powers: Superhuman strength and durability; the ability to transform objects and/or persons into a granite-like stone substance by touching them with his permanently transformed right hand, up to maximum volume of 10 cubic feet per touch, for a period of about one hour; the ability to transform himself into granite-like "living stone" without losing his mobility (unlike other persons whom he transforms, who are immobilized by his touch)
Superhuman mental powers: None
Special limitations: The Grey Gargoyle cannot control the extent of his transformation power; every time his hand touches something, it transforms the maximum amount of molecularly-

contiguous matter it can, up to the volume of 10 cubic feet

Source of superhuman powers: Mutagenic reaction to exposure to an unknown chemical compound

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric, except for right-hand glove, which is specially treated to resist transformation into stone and is resistant to conduction of his power, having a small opening in the palm which allows intentional conduction at anytime

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Various

Design and manufacture of paraphernalia: Inapplicable

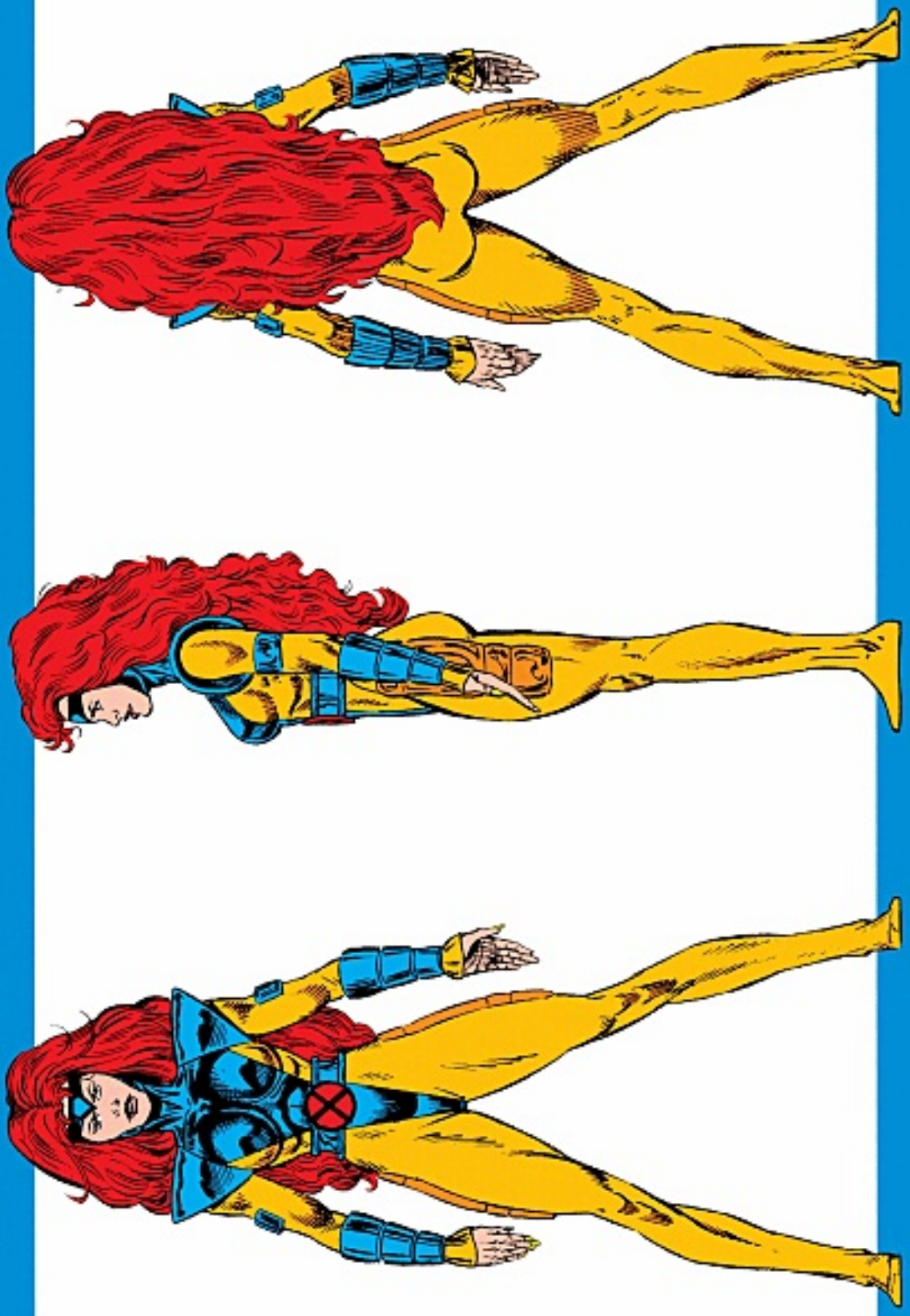
BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #107

Origin issue: JOURNEY INTO MYSTERY #107

Significant issues: JOURNEY INTO MYSTERY #107 (gained superhuman powers; attacked Thor in hopes of learning Thor's secret of immortality); JOURNEY INTO MYSTERY #113 (again attacked Thor and was defeated); TALES OF SUSPENSE #95-96 (first battled Iron Man); CAPTAIN AMERICA #139-142 (attempted to steal "Element X"; battled Captain America, the Falcon, and Nick Fury); MARVEL TEAM-UP #13 (battled Captain America and Spider-Man; launched into deep space); THOR #257-259 (revealed to have been rescued by alien starship *Bird of Prey*; allied with Thor against crew of *Bird of Prey* in attempt to return to Earth); AVENGERS #190-191 (returned to Earth; battled the Avengers); AVENGERS #271 (broken out of prison; joined the Masters of Evil IV; battled Wasp, Paladin, and the Black Knight; beaten by the Black Knight); IRON MAN #236-237 (discovered to be living under false identity of Paul St. Pierre; schemed to make fortune in art world by selling persons transformed to stone as authentic sculpture; battled Iron Man); HULK #363 (contacted by Doctor Doom and requested to incapacitate the Hulk, failed, had arm broken by the Hulk)

GREY, JEAN™



GREY, JEAN

BIOGRAPHICAL DATA

Real name: Jean Grey
Other current aliases: None
Former aliases: Marvel Girl
Dual identity: Publicly known
Current occupation: Adventurer
Former occupation: Student, fashion model
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Annandale-on-the-Hudson, New York
Marital status: Single
Known relatives: John Grey (father), Elaine Grey (mother), Sara Grey (sister), Gailyn (niece), Joey (nephew)
Known confidants: Cyclops, Professor X, John and Elaine Grey, Angel, Beast, Iceman, Storm, Wolverine, (former) Annie Christopher, Ted Roberts
Known allies: X-Men, X-Factor II, Avengers, Fantastic Four, Spider-Man, Doctor Strange, (former) New Mutants, X-Terminators II
Major enemies: Magneto, Juggernaut, Sentinels, Apocalypse, Mister Sinister, the Right, Shadow King, Stryfe, (former) Goblin Queen (Madelyne Pryor, deceased)
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: X-Factor I headquarters and ship, New York City
Current group membership: X-Men (Gold Team)
Former group membership: X-Factor I
Extent of education: College level education completed at Xavier's school

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 110 lbs
Eyes: Green
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, coached by Wolverine, relies on psionic powers in combat
Special skills and abilities: None known
Superhuman physical powers: None
Superhuman mental powers: Telekinetic powers enabling her to levitate and manipulate living beings and inanimate objects psionically, and to create psionic force fields. Telepathic powers enabling her to read the thoughts of others, project her own thoughts into the minds of others, and to stun the minds of others with "mental bolts"

Special limitations: None
Source of superhuman powers: Genetic mutation

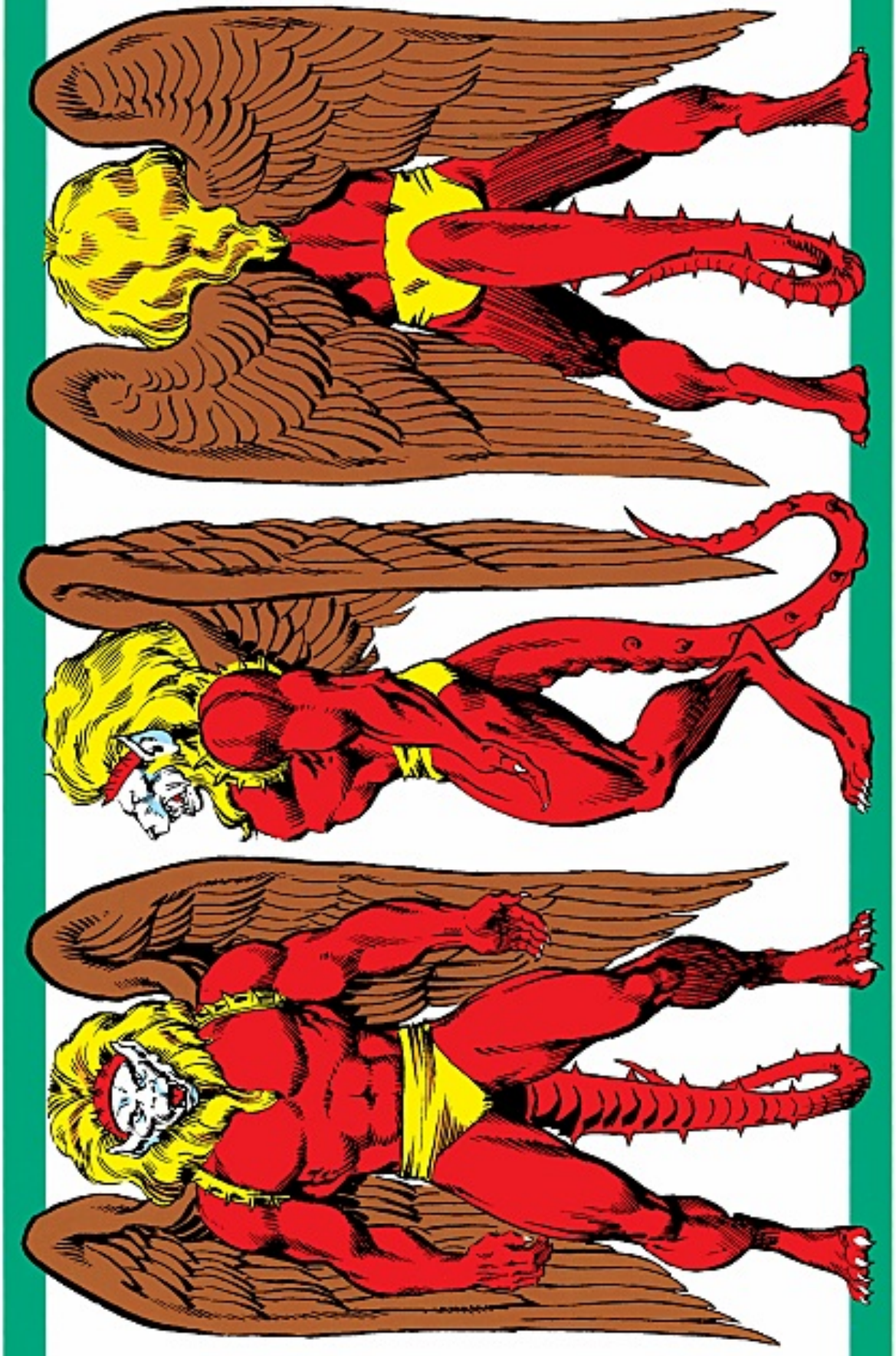
PARAPHERNALIA

Costume specifications: X-Men uniform insulated against extremes of cold and heat
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: X-Men Blackbird jet
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #1
Origin issue: BIZARRE ADVENTURES #27
Significant issues: X-MEN Vol. 1 #1 (officially joined X-Men team, first battled Magneto); X-MEN Vol. 1 #4 (with X-Men, first battled Magneto's Brotherhood of Evil Mutants); X-MEN Vol. 1 #12-13 (with X-Men, first battled Juggernaut); X-MEN Vol. 1 #14-16 (with X-Men, first battled Sentinels); X-MEN Vol. 1 #24 (left Xavier's school to attend Metro College); X-MEN Vol. 1 #37-39 (with X-Men, ended Factor Three conspiracy); X-MEN Vol. 1 #65 (revealed to have secretly aided Professor Xavier in his preparation to thwart the Z'Nox invasion); GIANT-SIZE X-MEN #1 (held captive with other original X-Men by Krakoa the Living Island, rescued by new X-Men); X-MEN Vol. 1 #94 (quit X-Men); X-MEN Vol. 1 #98-99 (captured by Steven Lang's Sentinels); X-MEN Vol. 1 #100 (piloted spacecraft through radiation storm to save X-Men); CLASSIC X-MEN #8 (revealed how Phoenix Force assumed Jean Grey's form and placed the real Jean in suspended animation within a pod to heal her from radiation); FANTASTIC FOUR #286 (revived from suspended animation in pod); X-FACTOR #1 (reunited with other original X-Men, became founding member of X-Factor I); X-FACTOR #6 (with X-Factor I, first battled Apocalypse); X-FACTOR #38 (waged personal combat against her clone, Madelyne Pryor the Goblin Queen; witnessed death of Pryor); X-MEN Vol. 2 #1/ UNCANNY X-MEN #281 (rejoined X-Men); X-FORCE #16 (with Cyclops, first encountered Stryfe)
Note: The sentient entity known as the Phoenix Force created a human host for itself that was physically identical to Jean Grey and infused it with a portion of Grey's consciousness. The Phoenix Force then placed the real Grey in suspended animation and, in its newly created human body, took her place, taking the name Phoenix. When this Phoenix later killed its mortal body, its portion of Grey's consciousness entered the form of Madelyne Pryor, a clone of Grey created by Mister Sinister. Subsequently, the real Jean Grey emerged from suspended animation.

GRIFFIN™



GRIFFIN

BIOGRAPHICAL DATA

Real name: John "Johnny" Horton
Other current aliases: None
Former aliases : None
Dual identity: Known to the authorities
Current occupation: None
Former occupation: Professional criminal, steed to Namor the Sub-Mariner
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Tacoma, Washington
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Namor the Sub-Mariner, Namorita, Shanna the She-Devil, (former) Secret Empire II, Crimson Dynamo IV, Titanium Man I, Darkstar, Rampage, Headlok, Vibro, Desmond Marrs
Major enemies: (former) the Beast, the Angel (Archangel), Spider-Man, the Champions of Los Angeles, Wonder Man, the West Coast Avengers, Captain America, the Falcon, Demolition-Man, Dr. Pym, Namor the Sub-Mariner
Usual base of operations: The Savage Land
Former base of operations: Mobile
Current group membership: None
Former group membership: Secret Empire II
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 9"
Weight: 250 lbs.
Eyes: (original body) Brown, (as Griffin) Yellow
Hair: (original body) Blond, (as Griffin) Yellow
Other distinguishing features: The Griffin has a chalk-white face resembling a lion's, hair resembling a lion's mane, pronounced canine teeth, sharp 1" claws on his fingers and toes, a scaled dinosaur-like hide, a 4' spiked prehensile tail, and wings with a wingspan of 18' from wingtip to wingtip.

POWERS AND ABILITIES

Intelligence: Non-sentient
Strength: Superhuman Class 100
Speed: Superhuman
Flight speed: Natural winged flight
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Enhanced human
Fighting skills: None since losing his human intellect, relies on natural survival instincts
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, the ability to mutate into a more powerful form whenever his present superhuman abilities are pushed to the limit.

Superhuman mental powers: Telepathic ability to command birds
Note: The Griffin can no longer utilize his telepathic power since losing his human intellect.
Special limitations: The Griffin has lost all of his human intellect
Source of superhuman powers: Bionic surgery and injection of experimental mutagenic serum

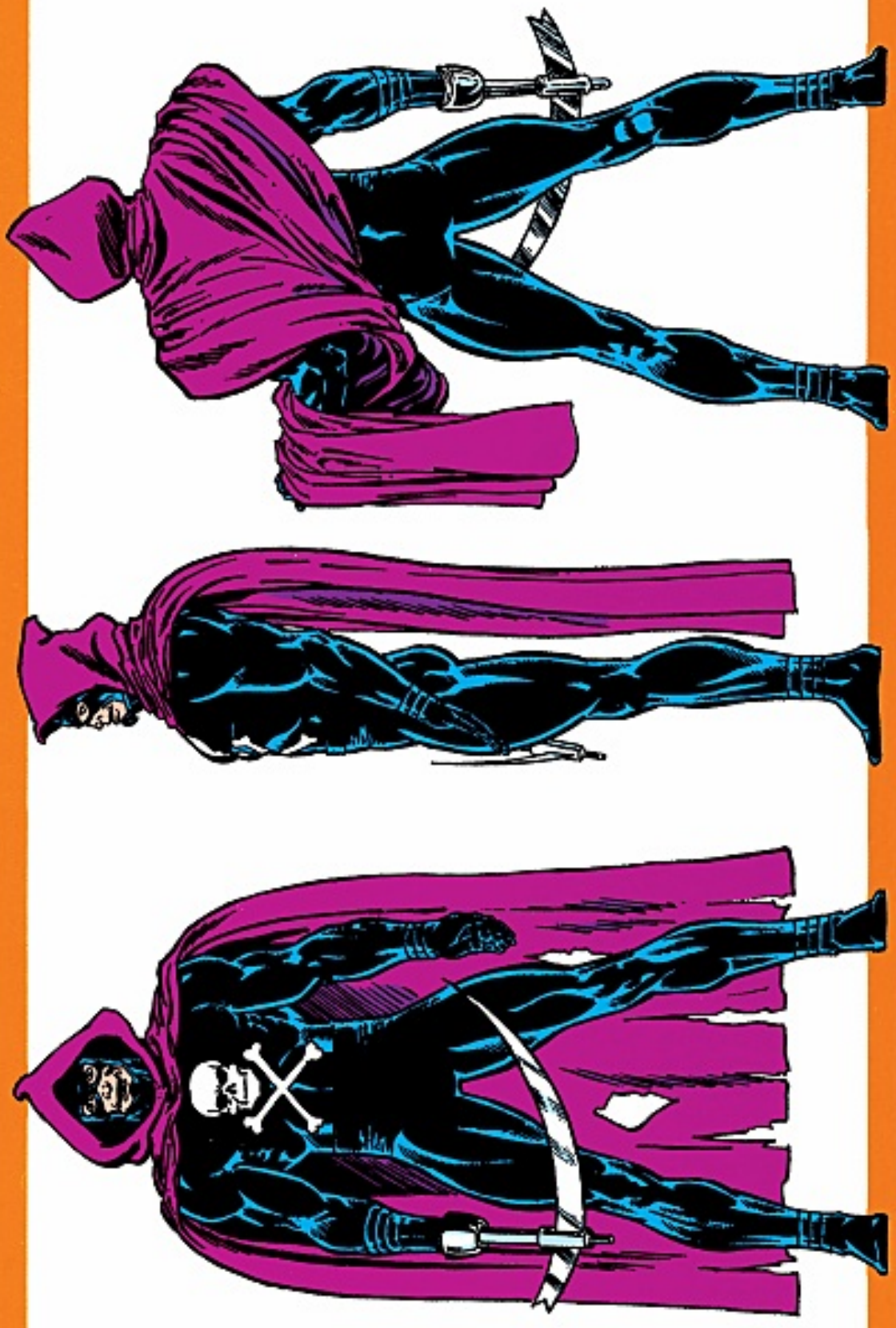
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric and leather
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: AMAZING ADVENTURES #15
Origin issue: AMAZING ADVENTURES #15
Significant issues: AMAZING ADVENTURES #15 (transformed into the Griffin by Secret Empire II, sent to attack the Beast, battled Beast and the Angel); MARVEL TEAM-UP #38 (further mutated by serum, battled Spider-Man and Beast); CHAMPIONS #7-10 (alongside Crimson Dynamo IV, Titanium Man I, and Darkstar, battled Champions of Los Angeles); MARVEL TEAM-UP #78 (attacked Avengers Mansion, battled Spider-Man and Wonder Man, lost intellect); WEST COAST AVENGERS Vol. 2 #10 (alongside Headlok, battled the West Coast Avengers; calmed by Tigra, sent to the Vault); CAPTAIN AMERICA #340 (alongside Mr. Hyde, Titania II. Armadillo, and Vibro, escaped the Vault; defeated by the Falcon and Demolition-Man); DEATHTRAP: THE VAULT GRAPHIC NOVEL (alongside Bullet and Orka, escaped the Vault, apprehended by Captain America and Dr. Pym); AVENGERS SPOTLIGHT #26 (participated in mass escape from the Vault); NAMOR THE SUB-MARINER #2-3 (mind reduced to instinctual animal level, pursued Namor, became his steed); NAMOR THE SUB-MARINER #15 (flew Namor to the Savage Land); NAMOR THE SUB-MARINER #17-18 (helped Shanna free Namor and Namorita from Ward Meachum and the Super-Skrull)

GRIM REAPER



GRIM REAPER

BIOGRAPHICAL DATA

Real name: Eric Williams
Other current aliases: None
Former aliases : None
Dual identity: Publicly known
Occupation at time of death: Professional criminal
Former occupation: Gambler
Citizenship: United States of America
Legal status: Criminal record in the United States of America
Place of birth: Paterson, New Jersey
Place of death: A cave in the western United States
Cause of death: Fall from a cave ledge
Marital status: Single
Known relatives: Sanford Wiiliams (father, deceased), Martha Wiiliams (mother), Simon Wiiliams (brother)
Known confidants: Nekra
Known allies: Lethal Legion I (Living Laser, Swordsman, Power Man I, Man-Ape); Space Phantom, HYDRA, Lethal Legion II (Ultron, Nekra, Black Talon II, Goliath IV (formerly Power Man I), Man-Ape)
Major enemies: Avengers, Vision, Wonder Man
Base of operations at time of death: Mobile
Former bases of operations: Various
Current group membership: None
Former group membership: Maggia, Lethal Legion I, HYDRA, Lethal Legion II
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 225 lbs.
Eyes: Blue
Hair: Blond, later grey
Other distinguishing features: (as zombie) Hair loss, sallow skin in various stages of decomposition

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Unrevealed
Reflexes: Normal
Fighting skills: Basic hand-to-hand combat techniques
Special skills and abilities: None
Superhuman physical powers: (while alive) None, (as zombie) Ability to absorb human life-forces to sustain his own
Superhuman mental powers: None
Special limitations: Must absorb a human life-force once every 24 hours to remain "alive" as a zombie
Source of superhuman powers: Died and restored to life by Nekra as a zombie

PARAPHERNALIA

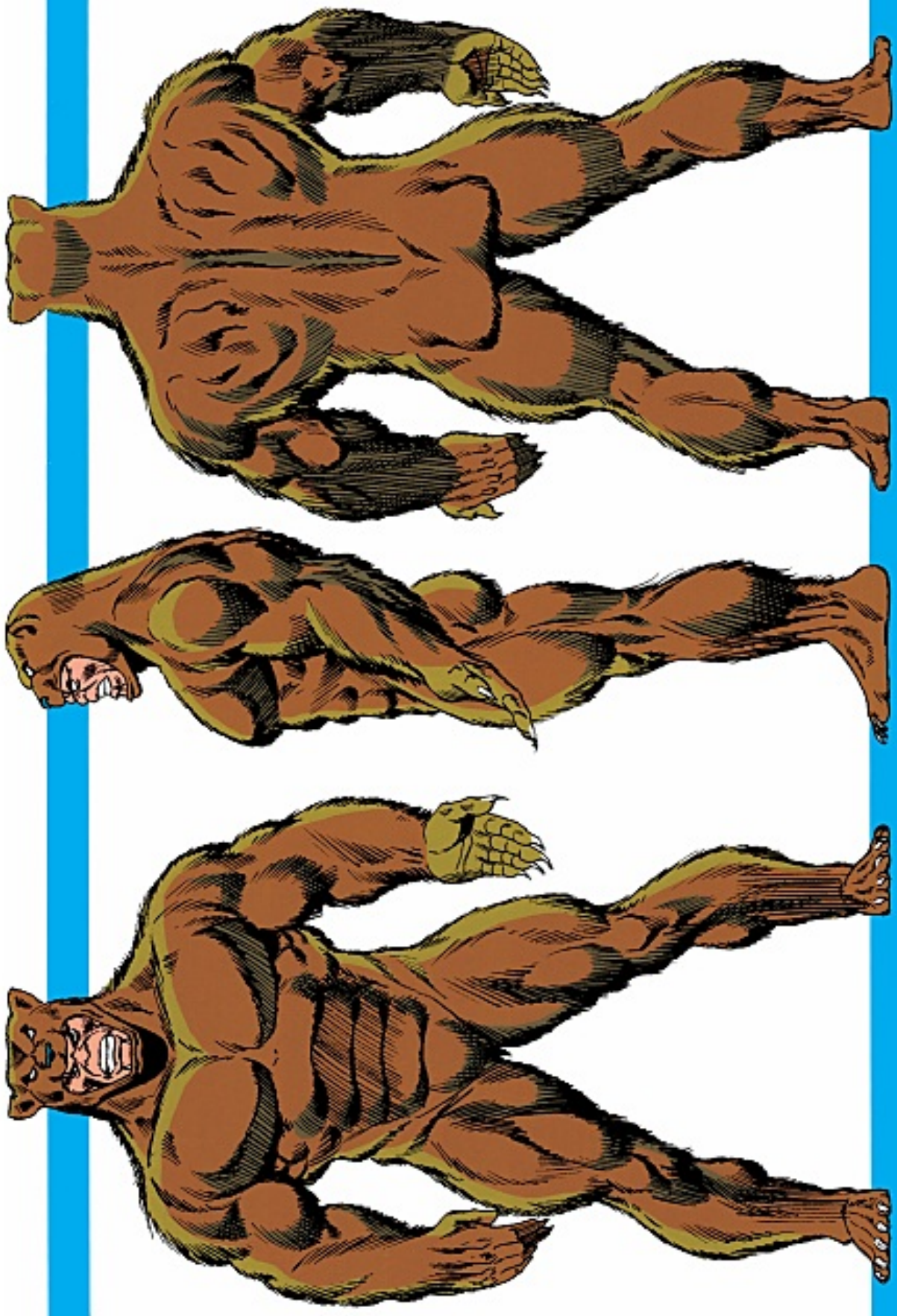
Costume specifications: Synthetic stretch fabric
Personal weaponry: Scythe fused to right hand and fitted with electromagnetic

power blaster, cerebral-frequency generator able to induce deep comas and revive victims from same, anesthetic gas-gun, and high-speed propeller blade; as a zombie, able to absorb human life-force through scythe
Special weaponry: None
Other accessories: None.
Transportation: Various
Design and manufacture of paraphernalia: The Tinkerer

BIBLIOGRAPHY

First appearance: AVENGERS #52
Origin issue: AVENGERS #52
Significant issues: AVENGERS #52 (motivated by revenge for supposed death of his brother, Wonder Man, attacked and defeated Hawkeye, Goliath I, and Wasp; defeated by Black Panther); AVENGERS #78-79 (as leader of the Lethal Legion I, battled Avengers, learned that his brother's brain patterns survived as basis for the Vision's mind); AVENGERS #102, 106-108 (allied with the Space Phantom and HYDRA, planned transfer of Vision's mind to Captain America's body, thus "resurrecting" his brother; battled Avengers); AVENGERS #151-152 (behind the scenes, had Wonder Man resurrected as a zombie by Black Talon II to attack the Avengers; Wonder Man restored to true life as a result); AVENGERS #160 (captured Avengers, staged trial to determine whether Vision or Wonder Man was his true brother; defeated by Wonder Man); VISION & SCARLET WITCH Vol. 1 #3 (attempted to kill both Vision and Wonder Man; defeated by Vision); VISION & SCARLET WITCH Vol. 2 #1-2/WEST COAST AVENGERS Vol. 2 #1-2 (with Ultron, Nekra, and other allies, captured the Avengers, attempted recreation of "Simon Williams" as a zombie, pursued by Vision and Wonder Man; died in a fall); VISION & SCARLET WITCH Vol. 2 #12 (resurrected by Nekra as a zombie but believed himself to be alive, battled Wonder Man and Magneto; realized he was actually dead and "died" again as a result); AVENGERS WEST COAST #61 (resurrected by Immortus as a member of the Legion of the Unliving, battled Wonder Man, "died" of a broken neck); AVENGERS WEST COAST #65 (resurrected by Nekra as a zombie again, under condition that he absorb human life-force every 24 hours; killed Nekra; battled Wonder Man; escaped); AVENGERS WEST COAST #66 (battled Wonder Man and Mandrill; killed Mandrill; escaped); AVENGERS WEST COAST #67 (scythe fused to his arm by Ultron; formed alliance with Ultron)

GRIZZLY I™



GRIZZLY I

BIOGRAPHICAL DATA

Real name: Maxwell Markham
Other current aliases: None
Former aliases : Crazy Max
Dual identity: Publicly known
Current occupation: Unrevealed
Former occupation: Professional wrestler
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Jackal I
Major enemies: Spider-Man
Usual base of operations: Lower West side of New York City
Former bases of operations: Halberstam's Gym in Manhattan's Lower West Side
Current group membership: None
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 9", (in costume) 8' 10"
Weight: 290 lbs., (in costume) 600 lbs.
Eyes: Blue
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Below normal
Strength: Athlete, (in costume) Superhuman Class 25
Speed: Normal, (in costume) Enhanced human
Stamina: Athlete, (in costume) Enhanced human
Durability: Athlete
Agility: Normal
Reflexes: Athlete
Fighting skills: Trained as a professional wrestler
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Costume resembling a grizzly bear concealing a strength enhancing exo-skeleton
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: Professor Miles Warren, later modified by the Tinkerer

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #139
Origin issue: AMAZING SPIDER-MAN #140

Significant issues: AMAZING SPIDER-MAN #139 (attacked Daily Bugle publisher J. Jonah Jameson whom he blamed for ruining his wrestling career; thwarted by Spider-Man); AMAZING SPIDER-MAN #140 (attempted to defeat Spider-Man alongside the Jackal; defeated by Spider-Man); WEB OF SPIDER-MAN #58 (demanded rematch with Spider-Man to save face among his peers; Spider-Man allowed him to win)

GRIZZLY™

GRIZZLY II

BIOGRAPHICAL DATA

Real name: Theodore (last name unrevealed)
Other current aliases: None known
Former aliases: None known
Dual identity: Publicly known
Current occupation: Adventurer
Former occupation: Mercenary
Citizenship: Unrevealed
Legal status: No known criminal record
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: Domino II
Known allies: Domino II, Hammer II, (former) Cable, the Six Pack, Weapon PRIME
Major enemies: Cable, Stryfe, Baron Wolfgang Von Strucker, HYDRA
Usual base of operations: Australian outback
Former bases of operations: Unrevealed
Current group membership: None
Former group membership: Six Pack (Wild Pack II), Weapon PRIME
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 8' 1"
Weight: 525 lbs.
Eyes: Blue
Hair: Reddish orange
Other distinguishing features: Deep reddish orange skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 75
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: Sometimes utilizes conventional firearms
Special weaponry: None
Other accessories: None known
Transportation: Formerly Cable's "bodyslide" teleportation technology, currently conventional means
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-FORCE #8

Origin issue: Grizzly II's origin is as yet unrevealed.

Significant issues: X-FORCE #8 (flashback to Grizzly's participation in Wild Pack II's raid on HYDRA base ten years ago); X-FORCE #12-13 (served as member of Weapon PRIME in attack on Cable and X-Force, was defeated by Warpath); CABLE: BLOOD AND METAL #1-2 (flashbacks to Grizzly's participation in Wild Pack II mission in Iran and Six Pack's confrontations with Stryfe in Afghanistan and Uruguay); X-FORCE #20 (enlisted by Domino II in her search for X-Force); X-FORCE #21 (was reunited with Hammer II); X-FORCE #22 (aided Domino II and Hammer II in capturing shapeshifter Vanessa)

Note: Grizzly II should not be confused with Maxwell Markham, aka Grizzly I, a former wrestler and costumed criminal who has apparently reformed, and who first appeared in AMAZING SPIDER-MAN #139.

GRONK™

GRONK

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None known
Dual identity: None
Current occupation: Bodyguard
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: Helio, Phobius
Known allies: Maelstrom, Helio, Phobius
Major enemies: The Inhumans, the Deviants, the Eternals, the Thing, the Avengers, Stingray, Hercules, Quasar
Usual base of operations: Stromberg Mansion, Long Island, New York
Former bases of operations: Maelstrom's undersea base at the former site of the Island of Attilan
Current group membership: Maelstrom's Minions
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 425 lbs.
Eyes: Yellow
Hair: None
Other distinguishing features: Gronk has yellow skin and only two fingers and a thumb on each hand.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: Besides the above listed physical attributes, Gronk can secrete highly adhesive chemical, enabling him to adhere to anything or make anything adhere to him
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Chemical enhancement of genetic potential with mutagenic Terrigen Mist
Note: The current Gronk is a clone. It is as yet uncertain whether the original was a human being, an Inhuman, or Deviant.

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various vehicles provided by Maelstrom

Design and manufacture of paraphernalia: Inapplicable

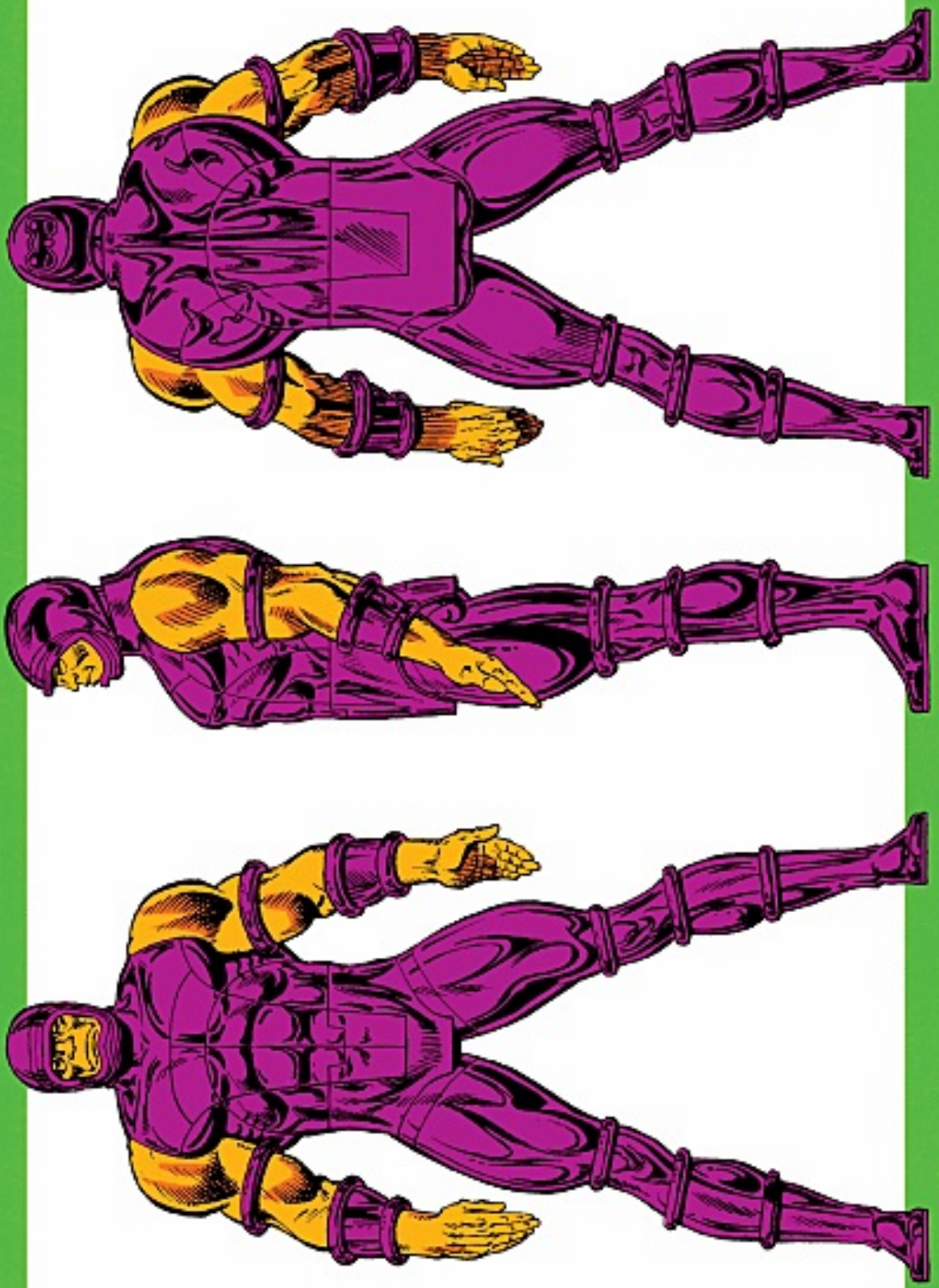
BIBLIOGRAPHY

First appearance: MARVEL TWO-IN-ONE #71

Origin issue: Gronk's origin is as yet unrevealed

Significant issues: MARVEL TWO-IN-ONE #71-72 (alongside other Minions, dispatched by Maelstrom to Hydro-Base to steal Anti-Terrigen Compound, battled Mister Fantastic, Thing, Gorgon, Karnak, and Stingray, captured, put to death by Deathurge at Maelstrom's command); AVENGERS #250 (cloned bodies activated by Maelstrom, dispatched against the Avengers, confronted Iron Man and Starfox, coerced into helping Avengers by Starfox, rendered unconscious by Wonder Man, spare clonal body destroyed, taken captive); QUASAR #22 (Guarded Maelstrom's prisoners after his defeat of Quasar); QUASAR #25 (with Phobius and Helio, battled Moondragon and Sersi; turned into a pig by Sersi)

GROWING MAN™



GROWING MAN

BIOGRAPHICAL DATA

Real name: Inapplicable
Other current aliases: None known
Former aliases: None known
Dual identity: None
Current occupation: Warrior servant of Kang
Former occupation: None
Citizenship: Inapplicable
Legal status: Property of Kang
Place of creation: Chronopolis
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: Kang, (former) Rigellians
Major enemies: Avengers, Iron Man, Thor, Mister Fantastic
Usual base of operations: Chronopolis
Former bases of operations: None known
Current group membership: None
Former group membership: None
Extent of education: Inapplicable
Note: The Growing Man is a stimuloid, a form of android, created by Kang the Conqueror.

PHYSICAL DESCRIPTION

Height: Variable
Weight: Variable
Eyes: Black
Hair: Unrevealed, if any
Other distinguishing features: Orange skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Variable, potentially incalculable
Speed: Enhanced human
Stamina: Immeasurable
Durability: Demi-godlike
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant, programmed with basic unarmed combat techniques
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, The Growing Man is a stimuloid, which absorbs most forms of kinetic energy directed against it; hence, the energy (and most forms of concussive impact) causes it no physical harm. Moreover, the absorption of the energy stimulates the rapid multiplication of the stimuloid's artificial cells, causing it to grow significantly in size with proportionate increase in strength and resistance to damage. Presumably the stimuloid draws its additional mass from an extradimensional source in order to grow. The Growing Man's original size is that of a child's doll, but it can achieve the height of a building ten stories tall. Kang can project an unknown form of energy from a gun that will cause the Growing Man to revert to its original size, presumably dispatching the mass it loses back to its extradimensional source.
Superhuman mental powers: None

Special limitations: Presumably there is an upper limit to the size the Growing Man can achieve, since at a certain point its mass would become too great for its legs to support.
Source of superhuman powers: The Growing Man is a stimuloid created by Kang the Conqueror

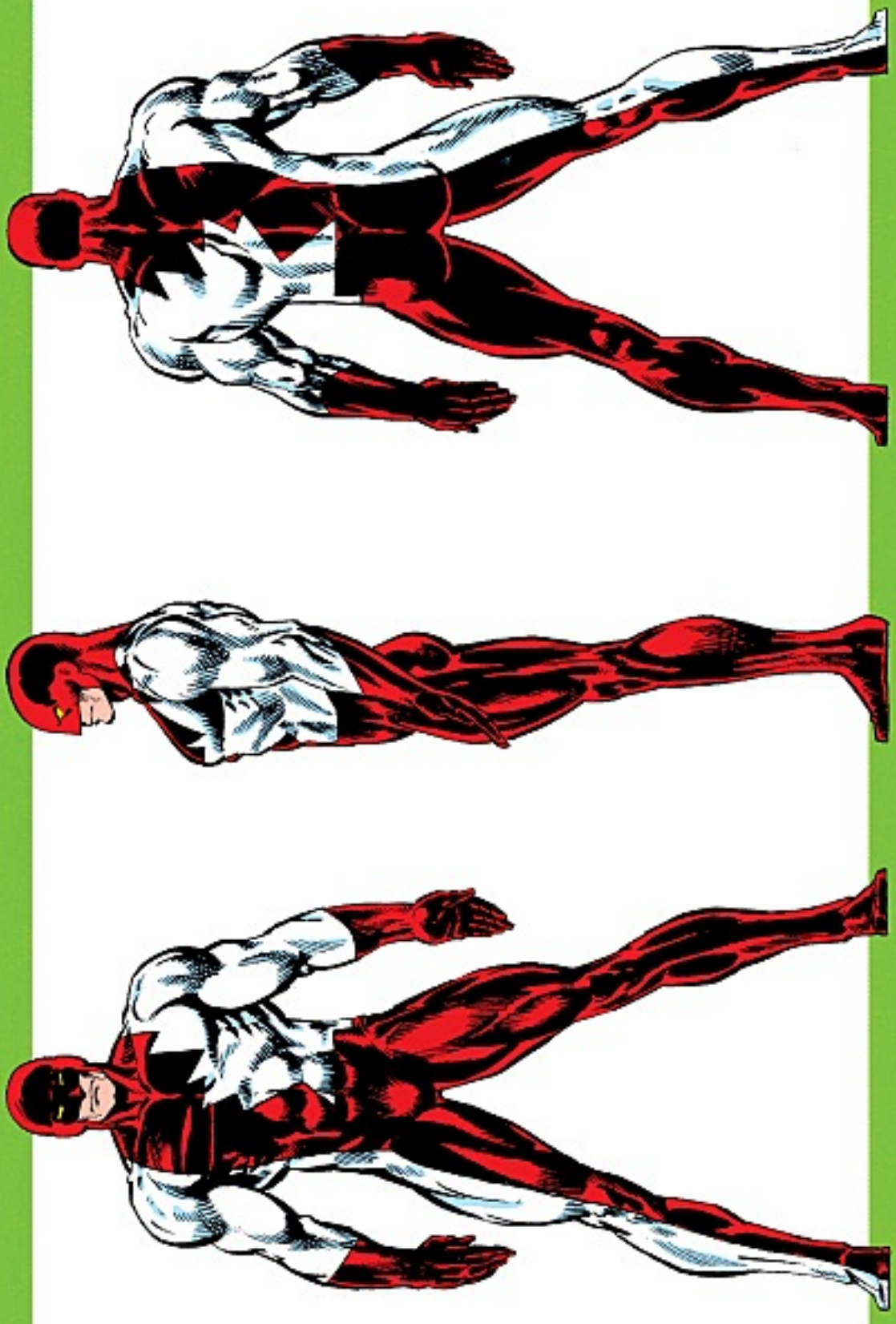
PARAPHERNALIA

Costume specifications: Unknown materials presumably composed of "unstable molecules," enabling the costume to grow or shrink as the Growing Man does. The costume appears to be highly resistant to damage.
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: None
Design and manufacture of paraphernalia: Kang

BIBLIOGRAPHY

First appearance: THOR #140
Origin issue: The Growing Man's origin is as yet unrevealed.
Significant issues: THOR #140 (battled Thor, was recovered by Kang); AVENGERS #69 (sent by Kang to abduct Anthony Stark, was attacked by Avengers); IRON MAN #108 (found by Rigellians; sent by them to Earth; battled Iron Man, who drained its power through electrical cables); AVENGERS #300 (sent by Kang to combat Avengers in New York City; Growing Man's growth process was reversed by Mister Fantastic, causing it to shrink from sight)
Note: Presumably Kang has the resources to create more than one Growing Man. Hence, the events described above may well have involved different Growing Men, rather than the same one in each case.

GUARDIAN™



GUARDIAN I

BIOGRAPHICAL DATA

Real name: James MacDonald Hudson
Other aliases at time of death: Vindicator
Former aliases: Weapon Alpha
Dual identity: Secret, known to certain Canadian government officials
Occupation at time of death: Adventurer, engineer on Alpha Flight support team (Gamma Flight)
Former occupation: Petrochemical engineer, later special government operative, leader of Alpha Flight
Citizenship: Canada
Legal status: No criminal record
Place of birth: London, Ontario, Canada
Place of death: The planet Quwril
Cause of death: Strain of energizing multiple teleportation matrix system
Marital status: Married
Known relatives: Heather McNeil Hudson (wife), Ramsey McNeil (father-in-law), Claire McNeil (mother-in-law), Becky (sister-in-law)
Known confidants: Heather McNeil Hudson (Guardian II), Wolverine
Known allies: Alpha Flight, Wolverine, Fantastic Four, Avengers, Her (Kismet), Quwrlin
Major enemies: Jerry Jaxon (deceased), Delphine Courtney, Omega Flight I, Headlok, Consortium, Galactus, Egghead (deceased)
Base of operations at time of death: Alpha Flight headquarters, Toronto, Canada
Former bases of operations: 138 Laurier Drive, Ottawa, Canada
Group membership at time of death: Alpha Flight, Gamma Flight (engineering sciences specialist)
Former group membership: Employee of Canadian government's Department H
Extent of education: Ph. D in engineering

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 190 lbs., (as cyborg) 225 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: The alien Quwrlin converted James Hudson into a cyborg incorporating much of his battlesuit; some of his mechanical parts were visible on the surface of his body. Hudson's cyborg brain was half-organic (portions of his original brain) and half-mechanical

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal, (as cyborg) Enhanced human
Speed: Normal, (as cyborg) Enhanced human
Flight speed: (as cyborg) Speed of sound
Stamina: Normal
Durability: Normal, (as cyborg) Enhanced human
Agility: Normal
Reflexes: Normal

Fighting skills: Poor hand-to-hand combatant, relied on battlesuit and superhuman abilities in combat
Special skills and abilities: Brilliant engineer and inventor, good battle strategist and leader
Superhuman physical powers: (as human being) None, (as cyborg) Aside from the above listed attributes, possessed the superhuman abilities of his battlesuit (see Costume specifications)
Superhuman mental powers: (as human being) None, (as cyborg) Hudson could control his mechanical systems by mental command
Special limitations: As a cyborg, Hudson was vulnerable to being controlled by the Quwrlin through the mechanical portion of his brain. With great effort the human portion of his brain could override this control.
Source of superhuman powers: Conversion into a cyborg by Quwrlin technology

PARAPHERNALIA

Costume specifications: Battlesuit composed of steel mesh, contains 1200 miniature electromagnetic projectors that can tap into high order energies. Suit serves as exoskeleton, magnifying strength of wearer. Suit can create protective force field that dampens inertia and absorb energy, thereby helping protect wearer from injury. Battlesuit is cybernetically controlled and contains high resolution navigation system. Battlesuit can shoot beams of concussive energy from gauntlets with force equivalent to 250 lbs. of TNT. Battlesuit can also project bolts of plasma and electromagnetic pulses
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Battlesuit permits flight by directing beams of force towards the ground, propelling wearer forward at up to Mach 1. Guardian could cause battlesuit computers to trigger and release gravitons, canceling Earth's rotation relative to himself, propelling himself forwards at up to about 1000 miles per hour (at the equator)
Design and manufacture of paraphernalia: (battlesuit) James MacDonald Hudson, (cyborg technology) Quwrlin

BIBLIOGRAPHY

First appearance: (as Weapon Alpha) X-MEN Vol. 1 #109; (as Vindicator); UNCANNY X-MEN #120; (as Guardian I) ALPHA FLIGHT #2; (as cyborg) ALPHA FLIGHT #88
Origin issue: ALPHA FLIGHT #2-3
Significant issues: X-MEN Vol. 1 #109 (as Weapon Alpha, sought to capture Wolverine, accidentally injured Moira MacTaggert); UNCANNY X-MEN #120-121 (as Vindicator, led Alpha Flight in battle against X-Men to capture Wolverine); ALPHA FLIGHT #1 (reunited with members of disbanded Alpha Flight to battle Tundra)

GUARDIAN™

GUARDIAN

BIOGRAPHICAL DATA

Real name: Heather McNeil Hudson
Other current aliases: None
Former aliases: Vindicator
Dual identity: Publicly known
Current Occupation: Adventurer, leader of Alpha Flight
Former occupation: Secretary, housewife
Citizenship: Canada
Legal status: No criminal record
Place of birth: Calgary, Alberta, Canada
Marital status: Married
Known relatives: Ramsey McNeil (father), Claire McNeil (mother), James MacDonald Hudson (husband), Becky (sister), seven other siblings
Known confidants: Wolverine, Box (Madison Jefferies), Puck, (former) James MacDonald Hudson
Known allies: Alpha Flight, Wolverine
Major enemies: Jerry Jaxon, Delphine Courtney, Scramble the Mixed-Up Man, Deadly Earnest
Usual base of operations: Toronto, Canada and Ottawa, Canada
Former bases of operations: Alpha Flight headquarters, Tamarind Island, British Columbia, Canada; Maison Alpha, Edmonton, Canada; Parliament building, Ottawa, Canada
Current group membership: Alpha Flight
Former group membership: Alpha Prime
Extent of education: High school Graduate

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 120 lbs.
Eyes: Green
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal, (in battlesuit) Enhanced human
Speed: Normal, (in battlesuit, in flight) Speed of sound, (by canceling Earth's rotation relative to herself) 1000 miles per second
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Training in hand-to-hand combat from Puck and Wolverine
Special skills and abilities: Master combat strategist
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Near-sighted, wears glasses
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Battlesuit composed of steel mesh, contains 1200 miniature electromagnetic projectors that

can tap into high order energies. Suit serves as exoskeleton, magnifying strength of wearer. Suit can create protective force field that dampens inertia and absorb energy, thereby helping protect wearer from injury. Battlesuit is cybernetically controlled, and contains high resolution navigation system. Battlesuit can shoot beams of concussive energy from gauntlets with force equivalent to 250 lbs. of TNT. Battlesuit can also project bolts of plasma and electromagnetic pulses

Personal weaponry: See above

Special weaponry: See above

Other accessories: None

Transportation: Battlesuit permits flight by directing beams of force towards the ground, propelling wearer forward at up to Mach 1. Guardian can cause battlesuit computers to trigger and release gravitons, canceling Earth's rotation relative to herself, propelling herself forwards at up to about 1000 miles per hour (at the equator)

Design and manufacture of paraphernalia: Based on original designs by James MacDonald Hudson

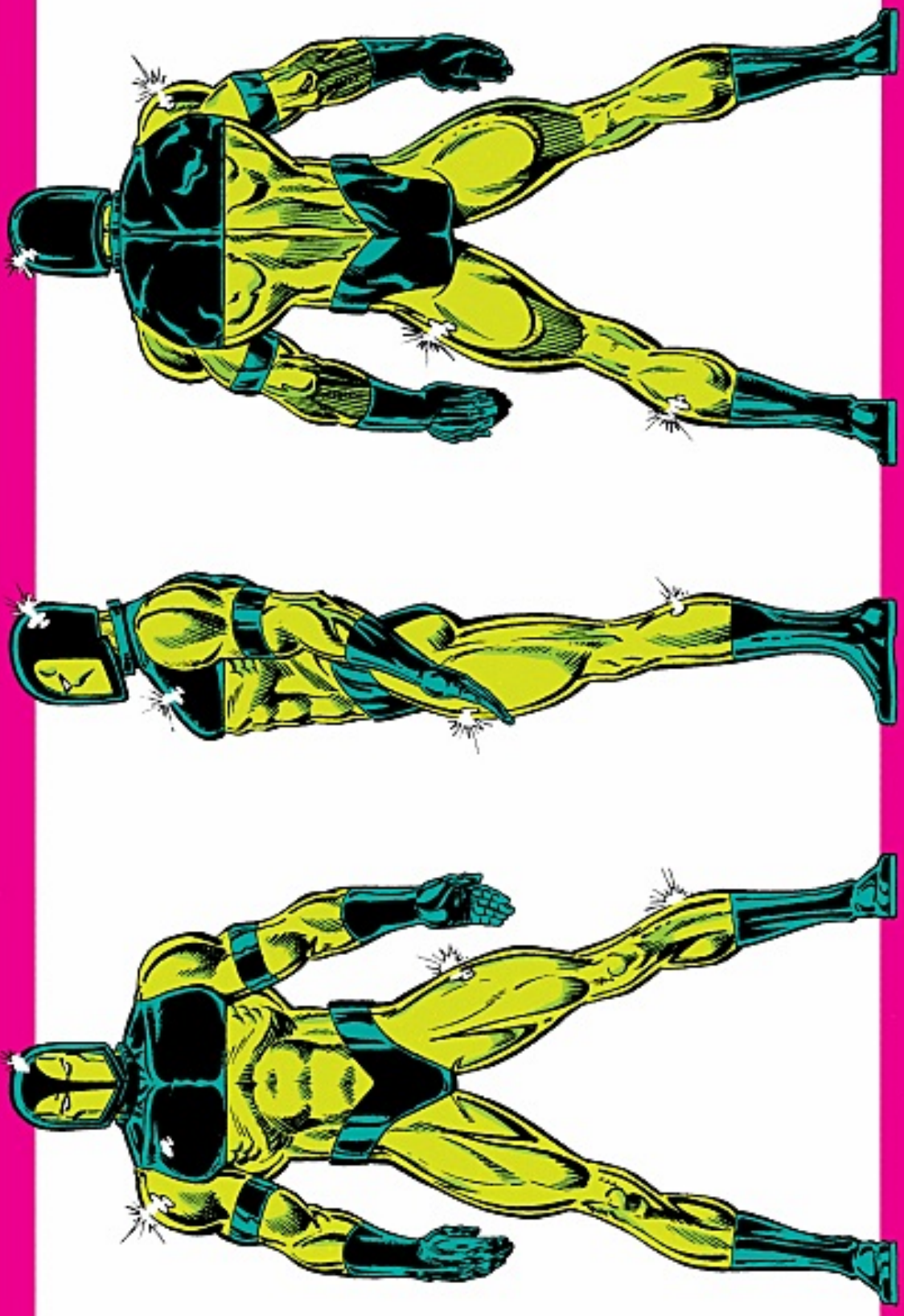
BIBLIOGRAPHY

First appearance: (as Heather Hudson) X-MEN #139; (in costume) ALPHA FLIGHT #32; (as Vindicator); ALPHA FLIGHT #34; (as Guardian) ALPHA FLIGHT #90

Origin issue: ALPHA FLIGHT #24

Significant issues: X-MEN #139 (reunited with Wolverine); ALPHA FLIGHT #1 (brought members of disbanded Alpha Flight back together to battle Tundra); ALPHA FLIGHT #2 (how she became involved with James Hudson revealed); ALPHA FLIGHT #3 (how she helped arrang for James Hudson to work for Department H, and married him recounted); ALPHA FLIGHT #12 (witnessed apparent death of James Hudson); ALPHA FLIGHT #14 (injured attempting to rescue child from alien Plodex); ALPHA FLIGHT #17 (agreed to lead Alpha Flight); X-MEN AND ALPHA FLIGHT #1-2 (led Alpha Flight on mission with X-Men; temporarily transformed by mystic Fire Fountain); ALPHA FLIGHT #25 ("reunited" with robot Delphine Courtney as James Hudson impostor); ALPHA FLIGHT #30 (body temporarily distorted by Scramble); ALPHA FLIGHT #31 (captured by Deadly Ernest); ALPHA FLIGHT #32 (first donned battlesuit); ALPHA FLIGHT #33 (sought Wolverine for training); ALPHA FLIGHT #34 (teamed with Wolverine against Lady Deathstrike, took name "Vindicator"); ALPHA FLIGHT ANNUAL #2 (stranded in Savage Land, formed mutated native's into team called Alpha Prime); ALPHA FLIGHT #61 (defended Alpha Flight in Parliamentary hearing); ALPHA FLIGHT #90 (reunited with James Hudson; took name Guardian) ALPHA FLIGHT #93 (battled Fantastic Four)

GUARDSMAN™



GUARDSMAN

BIOGRAPHICAL DATA

Real name: (I) Kevin O'Brien, (II) Michael O'Brien
Other current aliases: (both) None
Former aliases : (both) None
Dual identity: (I) Secret, during his lifetime, (II) Known to the administration of Project: Pegasus
Current occupation: (II) Security chief, Avengers, East Coast division
Occupation at time of death: (I) Head of research, Stark Industries
Former occupations: (I) Engineer, inventor; (II) Police detective; security chief, Project: Pegasus
Citizenship: (both) United States of America
Legal status: (both) No criminal record
Place of birth: (both) Chicago, Illinois
Place of death: (I) Stark Industries complex, Long Island, New York
Cause of death: (I) Accidental explosion during battle with Iron Man
Marital status: (both) Single
Known relatives: (I) Michael O'Brien (brother); (II) Kevin O'Brien (brother, deceased)
Known confidants: (I) Tony Stark (Iron Man I), Kathy Ffoulkes, (II) Iron Man I
Known allies: (I) Iron Man I, (II) Iron Man I, Captain America, Avengers, John Jameson, Peggy Carter, Fabian Stankowitz, Edwin Jarvis, Nick Fury, Jack of Hearts, Eddie March, Yellowjacket I, Power Man II, Iron Fist, X-Factor I, Thing, (former) Jean DeWolff, Wraith
Major enemies: (I) Smashers, Espionage Elite, Aquarius I, Libra I, White Dragon, Iron Man I; (II) Mandarin, Midas, Bres, Mother Night, Minister Blood, (former) Iron Man I
Usual base of operations: (I) Stark Industries, Long Island, New York, (II) Avengers headquarters, New York City
Former bases of operations: (I) Stark Industries factory, Lakani, Pacific Ocean, (II) New York City area; Project: Pegasus, Mt. Athena, New York State; Avengers Hydrobase
Current group membership: (II) "Avengers crew"
Former group membership: (both) None
Extent of education: (I) Ph. D. in engineering, (II) College degree

PHYSICAL DESCRIPTION

Height: (I) 5' 10", (II) 5' 11"
Weight: (I) 175 lbs., (II) 195 lbs.
Eyes: (I) Blue, (II) Green
Hair: (both) Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: (I) Above normal, (II) Normal
Strength: (both) (without armor) Normal, (with armor) Superhuman Class 50
Speed: (both) Normal

Flight speed: Subsonic
Stamina: (both) Normal
Durability: (both) (without armor) Normal
Agility: (both) Normal
Reflexes: (both) Normal
Fighting skills: (I) Fair hand-to-hand combatant, no formal training, (II) Good hand-to-hand combatant, coached by Captain America
Special skills: (I) Expertise in engineering, gifted inventor
Superhuman physical powers: (both) None
Superhuman mental powers: (both) None
Special limitations: Both Kevin and Michael suffered from emotional instability that was exacerbated by the cybernetic circuitry in the original Guardsman battlesuit, causing both men to go insane. Michael O'Brien was able to wear the Guardsman armor safely after psychologically coming to terms with with his trauma over his brothers death. The armor circuitry has since been modified by Anthony Stark to prevent its causing such adverse effects.
Source of superhuman powers: (both) Inapplicable

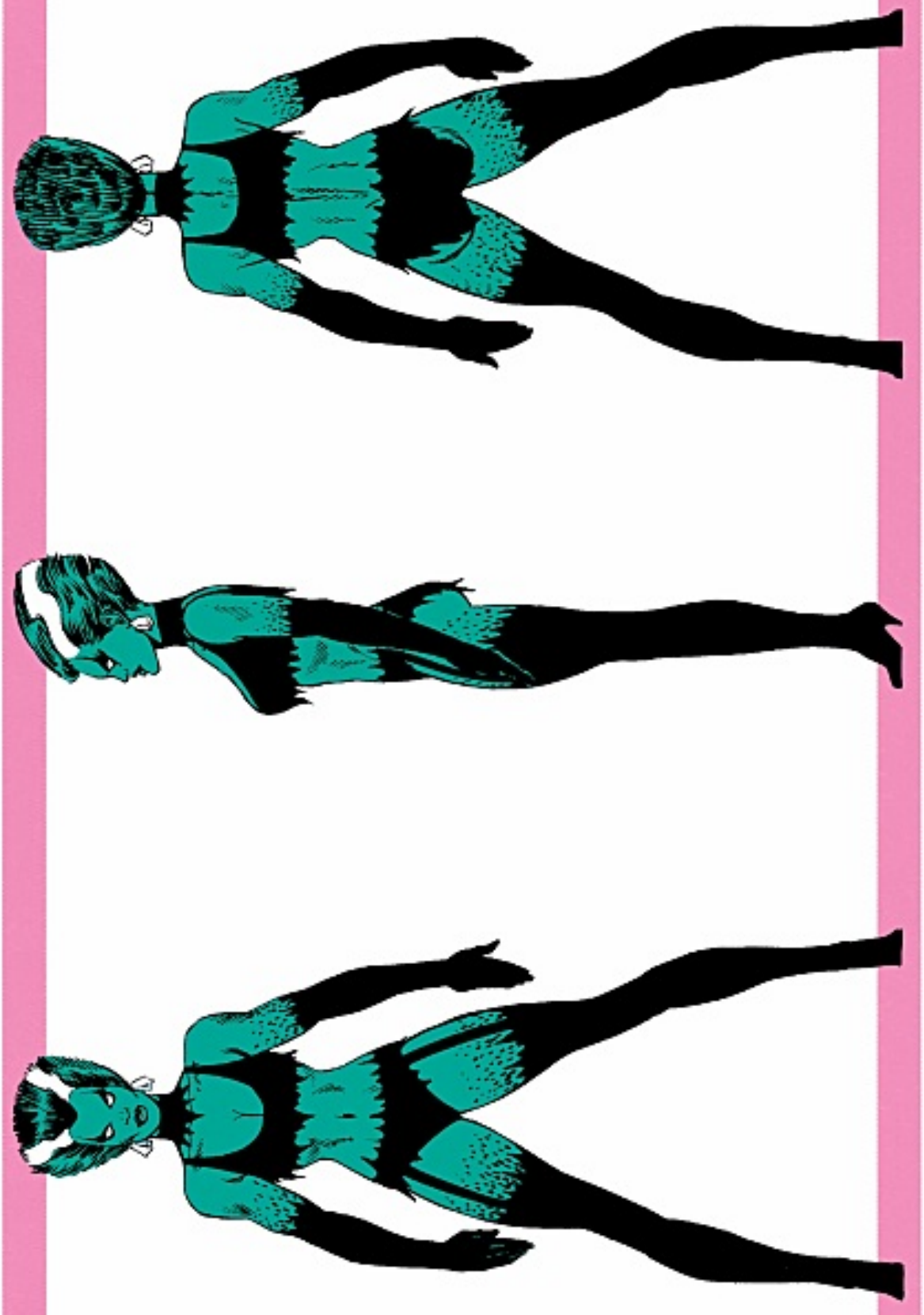
PARAPHERNALIA

Costume specifications: Armored battlesuit containing a powered exoskeleton that amplifys the user's strength. The suit's principal weapons are repulsor rays fired from the gauntlets.
Personal weaponry: (I) "Stun-ray" device; (II) (as policeman) Police issue handgun, (as Avengers security chief) "Stun guns" and other advanced weaponry
Special weaponry: (both) None
Other accessories: (both) None
Transportation: Flight, via chemically fueled boot jets
Design and manufacture of paraphernalia: Anthony Stark and Stark Industries

BIBLIOGRAPHY

First appearance: (I) (as Kevin O'Brien) IRON MAN #31, (as Guardsman I) IRON MAN #43; (II) (as Michael O'Brien) IRON MAN #82, (as Guardsman II) IRON MAN #96
Origin issue: (I) IRON MAN #31; (II) IRON MAN #96
Significant issues: IRON MAN # 43, 45-46 (I: first donned Guardsman armor; battled a defeated by Iron Man I; killed in accidental explosion while battling Iron Man I); IRON MAN #82 (II: first met Tony Stark, declared intention of proving Stark responsible for his brothers death); IRON MAN #96-99 (first donned Guardsman armor, began to go insane because of battlesuit; battled Iron Man, collapsed on rebelling against his own urge to kill him; abducted by Mandarin while wearing Iron Man armor; rescued by Iron Man I)

HALFLIFE™



HALFLIFE I

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None
Dual identity: Secret on Earth
Current occupation: Would-be conqueror
Former occupation: Unrevealed
Citizenship: An unnamed alien planet
Legal status: None on Earth
Place of birth: An unnamed alien planet
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: (former) Graviton, Quantum, Zzzax
Major enemies: Avengers West Coast, Quasar
Usual base of operations: Mobile
Former base of operations: An unnamed alien planet
Current group membership: None
Former group membership: Graviton's unnamed group of would-be conquerors
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 220 lbs.
Eyes: White (no visible pupils or irises)
Hair: Green with white streak
Other distinguishing features: Green skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Unrevealed
Agility: Normal
Reflexes: Normal
Fighting skills: None; relies on superhuman powers
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, Halflife I has the ability to age any living being, through touching, halfway to the point that he or she would eventually die of old age, with sufficient repeated touches leading to death; ability to manipulate "the weak force" to disintegrate objects, including matter/energy constructs; ability to generate unspecified intense radiation, producing sufficient heat to melt steel; invulnerability to effects of her own powers, intense heat, and atomic radiation
Superhuman mental powers: None
Special limitations: If Halflife I loses consciousness, her victims, if still alive, immediately revert to their normal ages.
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Alien materials proof against effects of her power

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Unrevealed
Design and manufacture of paraphernalia: Inapplicable

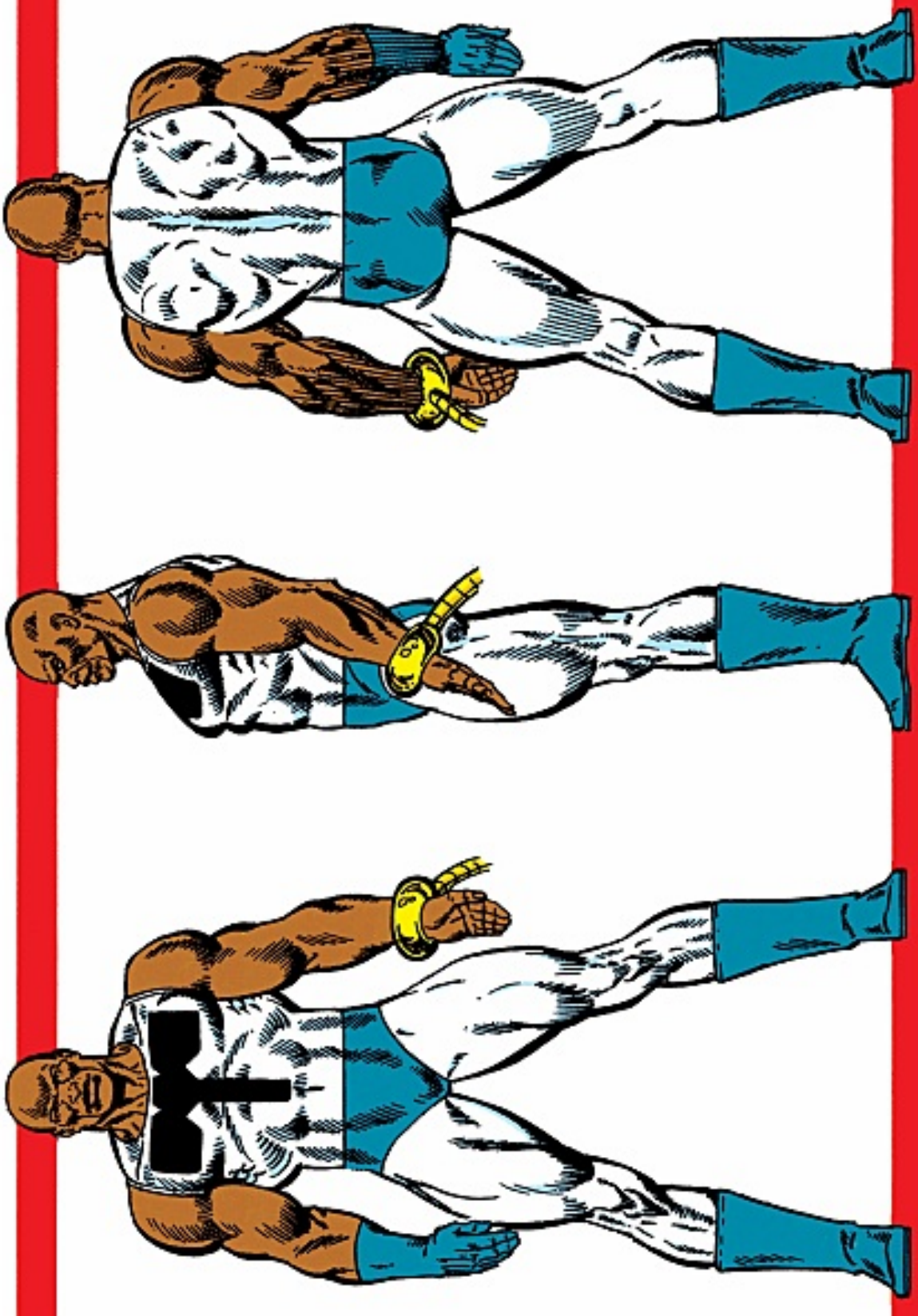
BIBLIOGRAPHY

First appearance: WEST COAST AVENGERS Vol. 2 #12

Origin issue: Halflife I's origin is as yet unrevealed.

Significant issues: WEST COAST AVENGERS Vol. 2 #12 (alongside Quantum and Zzzax, aided Graviton against West Coast Avengers; tricked by Tigra into battling Quantum; knocked unconscious in battle against Quantum and Graviton and propelled into space aboard Graviton's floating headquarters); QUASAR #10 (apprehended by Quasar, imprisoned in the Vault)

HAMMER



HAMMER

BIOGRAPHICAL DATA

Real name: Leroy "Hammer" Jackson
Aliases at time of death: None
Former aliases : None
Dual identity: None
Occupation at time of death: Employee of the Deterrence Research Corporation
Former occupation: Professional criminal
Citizenship: United States of America
Legal status: Criminal record
Place of birth: Unrevealed
Place of death: The Nevda desert
Cause of death: Explosive bullet through head
Marital status: Unrevealed
Known relatives: "Crackajack" Jackson (father, deceased)
Known confidants: John "Johnny" Anvil
Known allies: None
Major enemies: The Hulk, Spider-Woman I
Base of operations at time of death: Unrevealed
Former base of operations: Deterrence Research Corporation, headquarters in New York City and California, otherwise mobile
Group membership at time of death: Deterrence Research Corporation
Former group membership: None
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 220 lbs.
Eyes: Brown
Hair: Bald
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: (without augmentation from energy synthecon) Athlete, (with augmentation from energy synthecon) Superhuman Class 90
Speed: Athlete
Stamina: Athlete
Durability: (without augmentation from energy synthecon) Athlete, (with augmentation from energy synthecon) Demi-godlike
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic streetfighting techniques
Special skills and abilities: Unrevealed
Superhuman physical powers: (without energy synthecon) None, (with energy synthecon) Superhuman strength and durability
Superhuman mental powers: None
Special limitations: The energy synthecon which linked Hammer to his partner Anvil also linked their life forces; thus, if one died so did the other
Source of superhuman powers: Alien technology

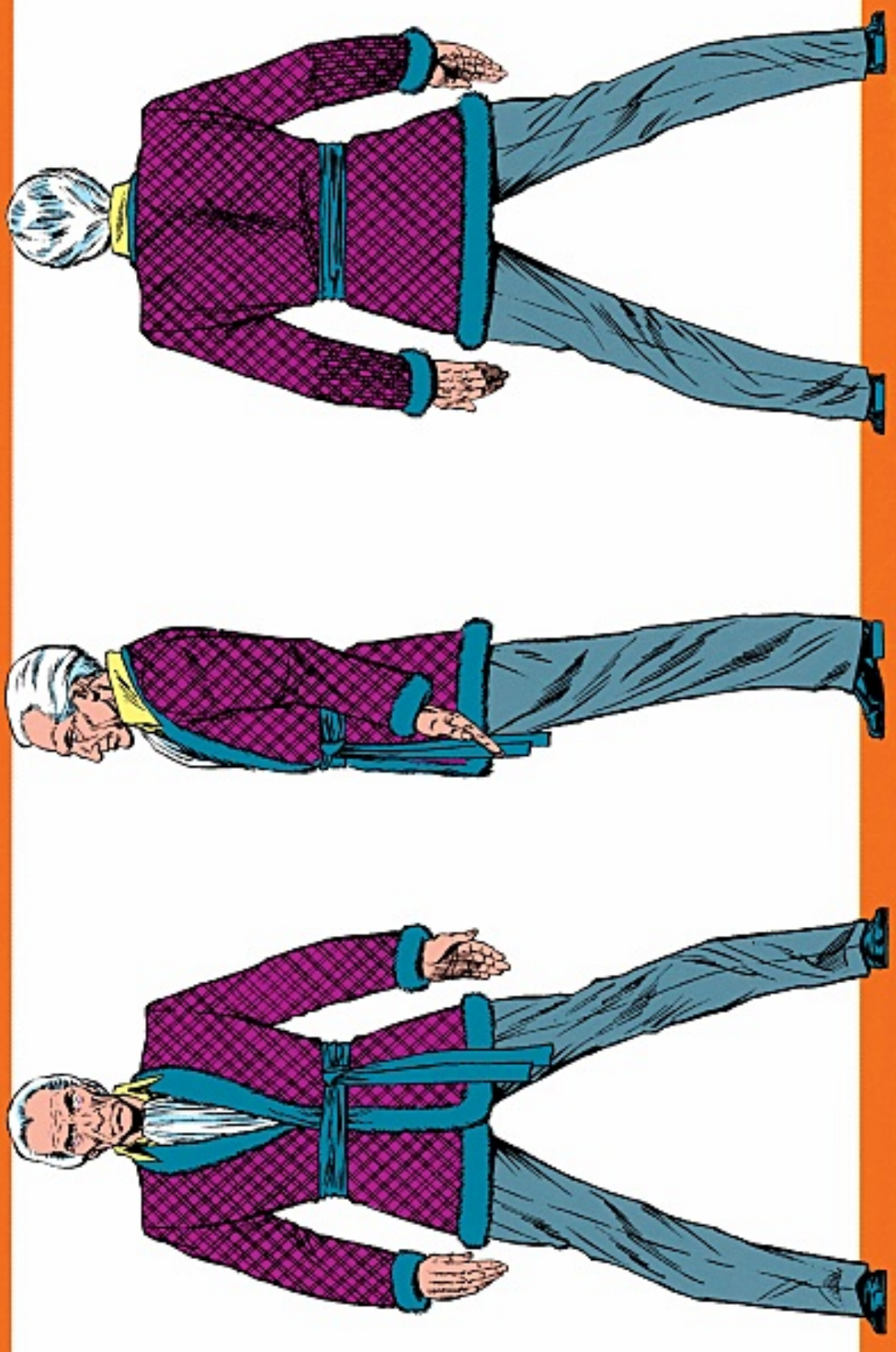
PARAPHERNALIA

Costume specifications: Normal materials
Personal weaponry: None
Special weaponry: An energy synthecon, the product of the highly advanced technology of the alien race Glx, which increases the strength and durability of the wearers by absorbing kinetic energy and converting it for use in the wearer's metabolism
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Unknown technicians of the alien race Glx

BIBLIOGRAPHY

First appearance: HULK #182
Origin issue: HULK #182
Significant issues: HULK #182 (escaped from prison with partner, John "Johnny" Anvil; accidentally saved the life of Chleee of the alien race Glx, who crashed on Earth; given energy synthecon by Chleee; returned to prison seeking revenge; battled the Hulk); MARVEL TEAM-UP #86 (hired as field operatives by Deterrence Research Corporation; battled Spider-Man and the Guardians of the Galaxy); SPIDER-WOMAN #34 (kidnaped Amanda Sheridan for the DRC; battled Spider-Woman); MARVEL FANFARE #29 (battled Hulk; death at the hands of the vigilante Scourge)

HAMMER, JUSTIN™



HAMMER, JUSTIN

BIOGRAPHICAL DATA

Real name: Justin Hammer
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Criminal financier, industrialist
Former occupation: Unrevealed
Citizenship: Monaco
Legal status: No criminal record
Place of birth: Surrey, England
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: The Beetle, Blacklash, Blizzard II, Boomerang, the Rhino, the Taskmaster, Spymaster II, the Man-Killer, Stiletto, Discus, Speed Demon, Constrictor, Hydro-Man, Bombshell; (sometimes) the Life Foundation, Roxxon Oil, Stane International, the Brand Corporation, Target technologies, HYDRA, Moroboshi International, the Trinational Commission; (former) Force I, the Melter (deceased), Spymaster I (deceased), the Leapfrog, the Porcupine (deceased), Water Wizard (Aqueduct), the Blue Streak (deceased), Captain Barracuda, the Scorpion, Sphinx I, Stane International, the Masters of Silence
Major enemies: Iron Man I, Iron Man II (War Machine), Stark Enterprises, Ant-Man II, Bethany Cabe, Spider-Man, the Ghost, Cardiac, the New Warriors, the Masters of Silence
Usual base of operations: Mobile
Former bases of operations: Various
Current group membership: None
Former group membership: None
Extent of education: Degree in commerce and business

PHYSICAL DESCRIPTION

Height: 6'
Weight: 170 lbs.
Eyes: Blue
Hair: Grey
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Unrevealed
Special skills and abilities: Extremely efficient administrator
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

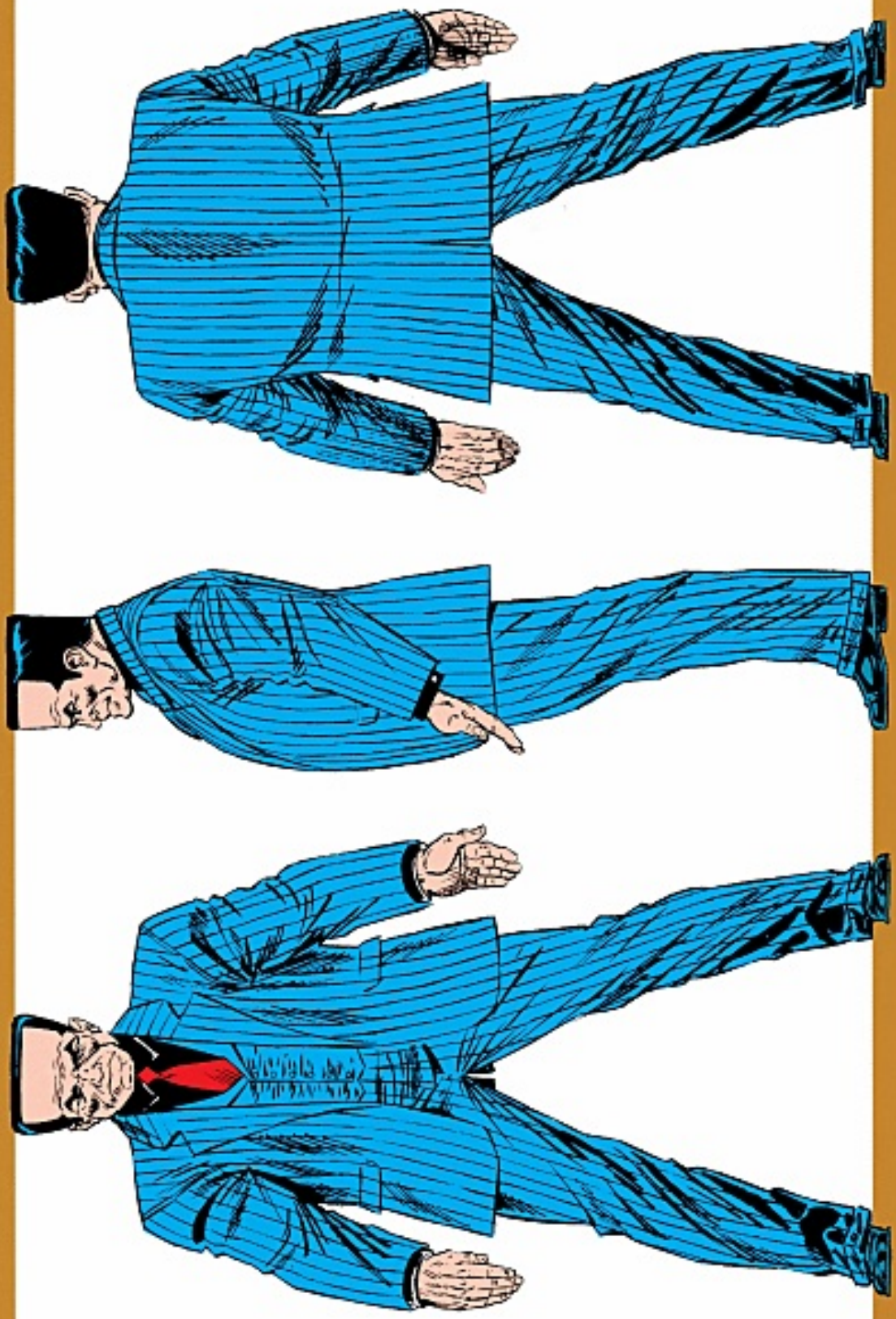
Costume specifications: Ordinary fabric
Personal weaponry: None

Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: Commercial manufacturers and technicians employed by Justin Hammer

BIBLIOGRAPHY

First appearance: IRON MAN #120
Origin issue: Justin Hammer's origin is as yet unrevealed.
Significant issues: IRON MAN #118, 120, 123 (tested remote control of Iron Man I's armor by affecting his unibeam, sealing plates, and boot jets); IRON MAN #124-127 (used remote control to cause Iron Man I to kill the Carnelian ambassador, set army of superhuman criminals against Iron Man I); IRON MAN #140-141 (with Force I, hijacked yachts to smuggle opium into the United States, battled Iron Man I); IRON MAN #217 (sent Adap-Tor to attack Stark Enterprises); IRON MAN #223-224 (sent Beetle, Blacklash, and Blizzard II to retrieve Force I); IRON MAN #225 (revealed to have bought Iron Man's armor technology from Spymaster and sold it to various armored criminals); IRON MAN #238 (sent Rhino to break Blizzard II out of prison); IRON MAN #239-240 (sent Blacklash, Blizzard II, and Boomerang to battle Ghost and Iron Man I); AMAZING SPIDER-MAN #318-319 (redesigned the Scorpion's tail, sent him to abduct General Musgrave, sent Blacklash and Rhino to retrieve the tail when he refused); IRON MAN #243 (learned that Tony Stark had been shot); AVENGERS SPOTLIGHT #27 (sent Boomerang to raid Stark Enterprises security office); IRON MAN #254 (hired Taskmaster to train Spymaster II); DEADLY FOES OF SPIDER-MAN #4 (agreed to develop new costume for Rhino); AMAZING SPIDER-MAN #344-345 (sent Rhino and Boomerang to battle Cardiac): AMAZING SPIDER-MAN ANNUAL #26/SPECTACULAR SPIDER-MAN ANNUAL #12/WEB OF SPIDER-MAN ANNUAL #8/NEW WARRIORS ANNUAL #2 (with Life Foundation, Roxxon Oil, Stane International, and the Brand Corporation, abducted superhuman heroes to analyze their abilities, helped the Sphinx I to reclaim the Ka-Stone); IRON MAN #281-283 (with operatives of HYDRA, Roxxon Oil, Moroboshi International, and the Trinational Commission, tricked the Masters of Silence into attacking Stark Enterprises; defeated by Iron Man I, forced to sell stock in Stane International to Tony Stark)

HAMMERHEAD™



HAMMERHEAD

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: Mr. H
Dual identity: None
Current occupation: Professional criminal, gang leader
Former occupation: Hitman
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: Jonas Harrow (deceased)
Known allies: The Chameleon
Major enemies: Spider-Man, the Human Torch, Doctor Octopus, Kingpin
Usual base of operations: New York City
Former bases of operations: Matti Shore township, Long Island, New York
Current group membership: Partner in the Chameleon's splinter group of the Maggia
Former group membership: Leader of the Hammerhead "Family" of the Maggia
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 195 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Hammerhead's skull was surgically replaced with a nearly nearly unbreakable steel alloy, making his head flat on top.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Peak human
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Formidable hand-to-hand combatant whose most dangerous tactic is charging head-first like a bull toward an opponent
Special skills and abilities: Strong criminal organizational skills
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Pin-stripe retro-1920s suits
Personal weaponry: Nearly unbreakable steel alloy skull; Tommy guns
Special weaponry: None
Other accessories: Hammerhead once utilized a strength-enhancing exo-skeleton
Transportation: Retro-1920s automobiles
Design and manufacture of paraphernа-

lia: Jonas Harrow; the Tinkerer

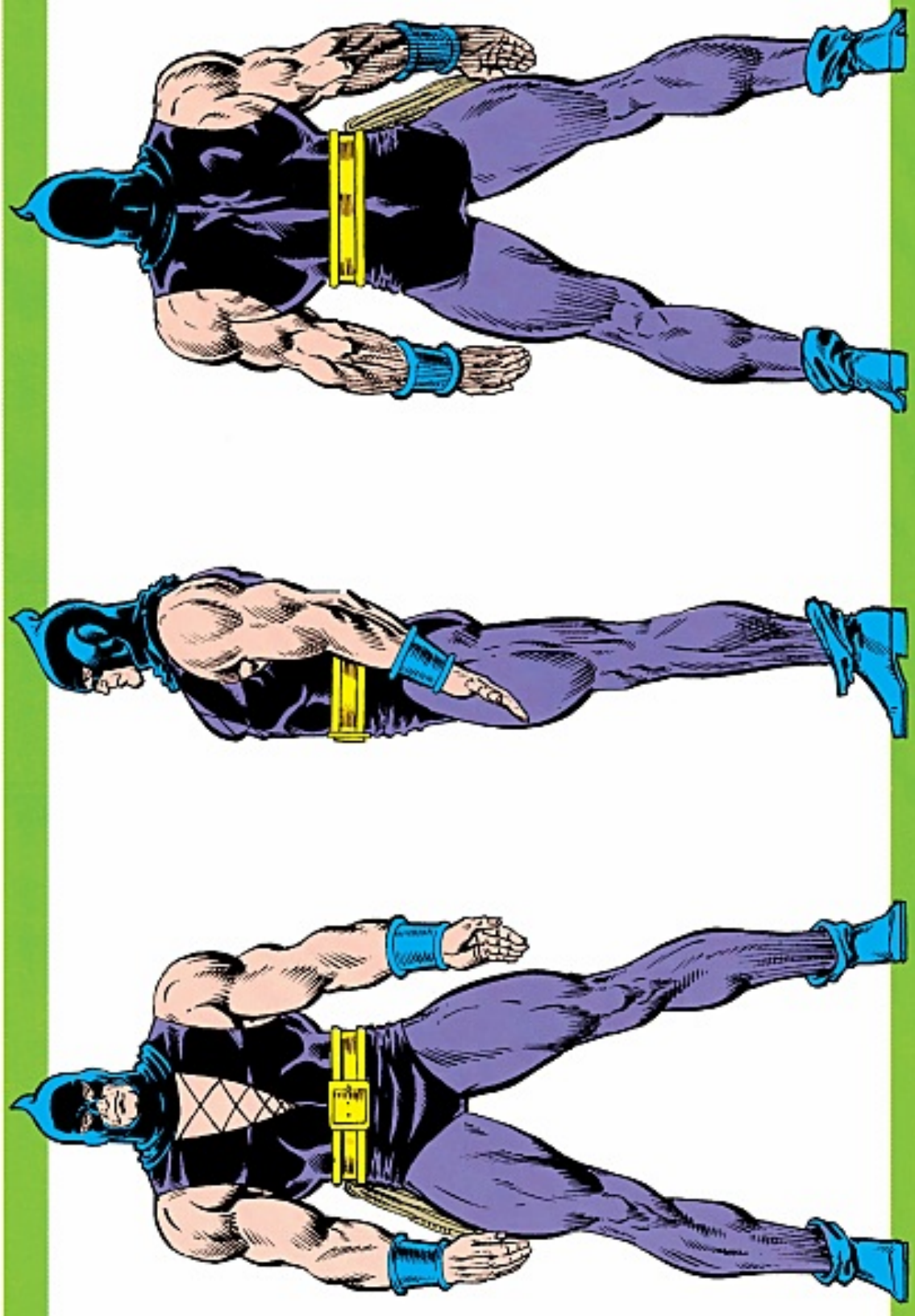
BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #113

Origin issue: AMAZING SPIDER-MAN #114

Significant issues: AMAZING SPIDER-MAN #113-115 (gang war broke out between Hammerhead's mob and Doctor Octopus's criminal organization; forced to flee country due to Spider-Man's interference); AMAZING SPIDER-MAN #130-131 (rematch with Doctor Octopus next to an atomic breeder reactor on a remote Canadian island caused chain reaction, blasting Hammerhead "out of phase" with this dimension); AMAZING SPIDER-MAN #157-159 (appeared as an immaterial ghost-like being to haunt Doctor Octopus; Doctor Octopus unwittingly restored Hammerhead to a material state; Hammerhead kidnaped Spider-Man's Aunt May, who was then rescued by him as Doctor Octopus caused Hammerhead's helicopter to plummet into the Hudson River); FANTASTIC FOUR #233 (proposed that all Maggia "families" unite under his leadership; wearing a strength-enhancing exo-skeleton, he battled the Human Torch who fused its power pack); AMAZING SPIDER-MAN #284-288 (nearly assassinated by the Kingpin's Arranger during a gang war; forced out of a major role in New York City organized crime by the Kingpin); WEB OF SPIDER-MAN #51 (allied himself with the Chameleon in the latter's bid to become the new crimelord of New York City); SPECTACULAR SPIDER-MAN #157 (hired Tombstone as a bodyguard and hitman); SPECTACULAR SPIDER-MAN #161 (hired Hobgoblin to kill Joe Robertson, who posed a threat to Tombstone; the assassination attempt failed); WEB OF SPIDER-MAN #68 (kidnaped and beaten by Tombstone, who had gained superhuman powers and resented Hammerhead for not sending him to kill Joe Robertson); DAREDEVIL #307-309/NOMAD #4-6/PUNISHER WAR JOURNAL #46-48(attended Las Vegas crime conference to divide the resources left by the Kingpin's downfall)

HANGMAN™



HANGMAN

BIOGRAPHICAL DATA

Real name: Harlan Krueger
Aliases at time of death: None
Former aliases : None
Dual identity: Secret
Occupation at time of death: Vigilante
Former occupation: Soldier
Citizenship: United States of America
Legal status: Criminal record, now deceased
Place of birth: Los Angeles, California
Place of death: Hollywood, California
Cause of death: Impaled on own scythe
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Dr. Glitternight, Moon Knight
Major enemies: Werewolf by Night, Spider-Woman
Base of operations at time of death: Los Angeles, California
Former base of operations: None
Group membership at time of death: None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 310 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: 2" scar over left eye

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete

Reflexes: Athlete
Fighting skills: Army had-to-hand combat training
Special skills and abilities: Extensive knowledge of American cinema, particularly of the films of the 30s, 40s, and 50s
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

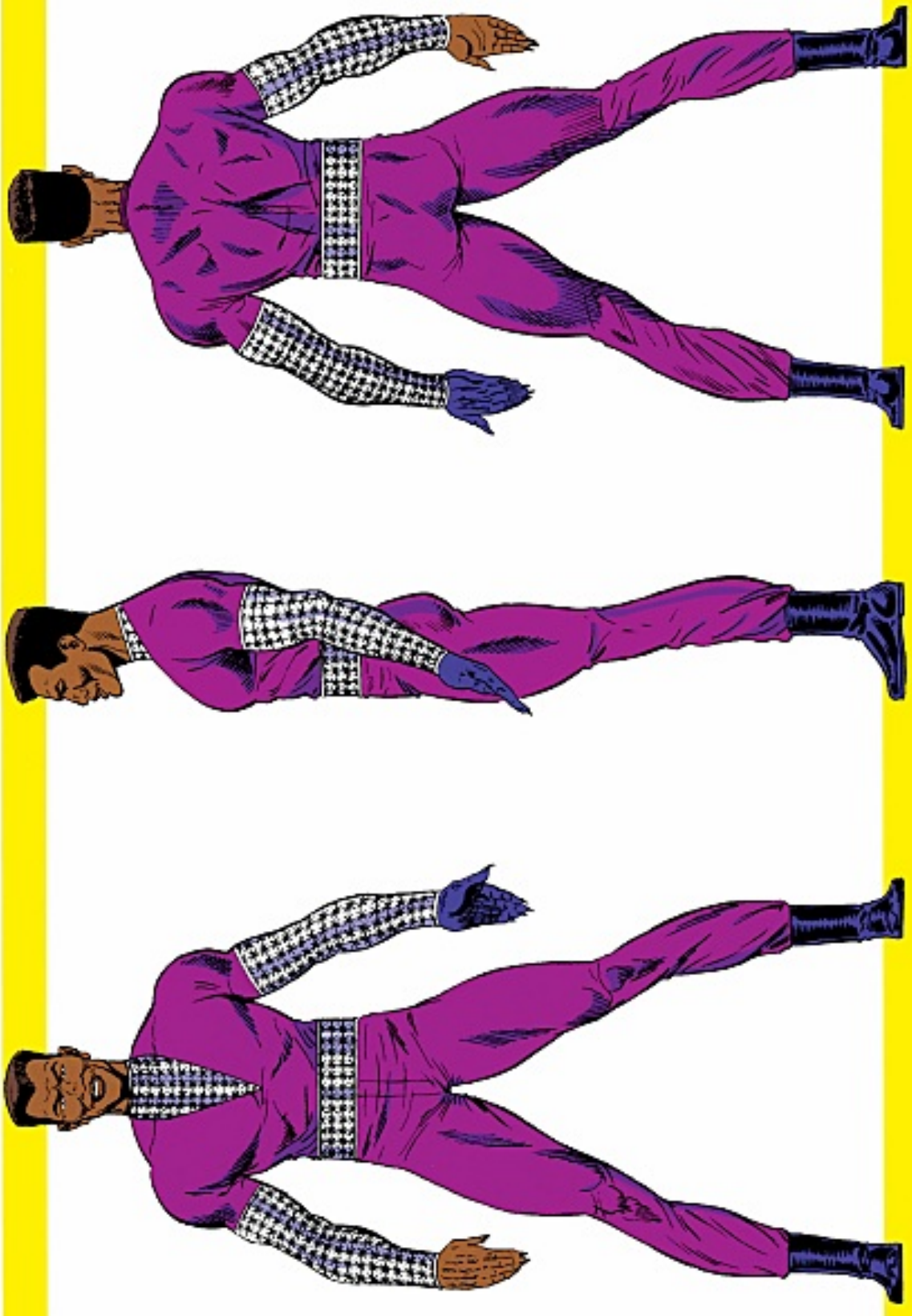
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric; leather boots, belt and wristbands
Personal weaponry: 30' length of half-inch hemp rope, terminating in a hangman's noose; harvesting scythe with an eight foot wooden handle and curved four-foot single-edged steel blade
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Commercially available

BIBLIOGRAPHY

First appearance: WEREWOLF BY NIGHT #11
Origin issue: WEREWOLF BY NIGHT #11
Significant issues: WEREWOLF BY NIGHT #11 (first battled the Werewolf by Night); WEREWOLF BY NIGHT #26 (battled Werewolf by Night and Deprave); WEREWOLF BY NIGHT #37 (allied with Doctor Glitternight and Moon Knight against Werewolf by Night) SPIDER-WOMAN #4-5 (first battled Spider-Woman); SPIDER-WOMAN #50 (captured by Locksmith); BIZARRE ADVENTURES #31 (targeted members of the film industry for execution; apparent death at hands of film critic Jack O'Brien)

HARDCORE™



HARDCORE

BIOGRAPHICAL DATA

Real name: Unrevealed
Other aliases at time of apparent death: None
Former aliases: None known
Dual identity: Secret
Occupation at time of apparent death: Assassin enforcer
Former occupation: None known
Citizenship: United States of America
Legal status: Unrevealed
Place of birth: Unrevealed
Place of apparent death: St. Croix, Virgin Islands
Cause of apparent death: Explosion of automobile he was driving (and detonation of one of his own manrikisas) when it plunged into water
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Cruz Bushmaster, Untouchables (Kickback, Nitro, Tombstone), (former) Micky Hamilton
Major enemies: Dakota North, Iron Fist, Micky Hamilton
Base of operations at time of apparent death: Cruz Bushmaster's island fortress off the coast of St. Croix, Virgin Islands
Former base of operations: Secret research complex in the "Black Hole," Colorado
Group membership at time of apparent death: None
Former group membership: Overseer and trainer of the Untouchables
Extent of education: Unrevealed but had extensive knowledge of literature

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 200 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Hardcore hardened and sharpened his hands, enabling them to penetrate steel. The nails of his left hand were long and sharp and could be used like blades.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, highly trained in Japanese martial arts
Special skills and abilities: Expert in use of explosives
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Wore a "kinetic kevlar vest" that afforded him protection from Cage's superhumanly powerful blows, otherwise wore conventional clothing
Personal weaponry: Hardcore employed a wide variety of traditional Japanese weaponry, much of which he modified for special uses. For example, he used manrikisas, chain-like weapons, many of which he equipped with internal tasers, explosives, or incendiaries. Hardcore also used bullet-like sanjira, which he gave diamond tips , and shuriken (throwing stars)
Special weaponry: Gun that simultaneously fired shock drugs and gas and then flew towards its target and exploded; plastics explosives
Other accessories: None known
Transportation: Conventional means
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: CAGE #1
Origin issue: Hardcore's origin is as yet unrevealed.
Significant issues: CAGE #1 (battled Cage); CAGE #2 (clashed with Dakota North while stealing information on Cage's past); CAGE #3 (sent Untouchables to attack Cage and capture Dakota North); CAGE #4 (thwarted rebellion against him by Kickback); CAGE #7 (nearly killed Cage); CAGE #8 (blew up "Black Hole" in Colorado); CAGE #12 (held Cage, his brother and father, and Dr. Noah Burnstein prisoner, revealed to have persuaded Micky Hamilton to work against Cage, oversaw Burnstein's endowment of Cruz Bushmaster with superhuman powers, fought Cage, apparently was killed in an explosion)

HARKNESS™, AGATHA

HARKNESS, AGATHA

BIOGRAPHICAL DATA

Real name: Agatha Harkness
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Witch
Former occupation: Former leader of New Salem, former governess to Reed and Sue Richards
Citizenship: United States of America
Legal status: Agatha Harkness has no official criminal record; however, she has been condemned by the populace of the community of New Salem, Colorado, which considers itself an independent nation.
Place of birth: Unrevealed
Marital status: Agatha Harkness was married, but it is not known whether she was divorced from her husband, or merely separated from him or whether he died.
Known relatives: Nicholas Scratch (son), Brutacus, Hydron, Thornn, Vakume (grandsons, presumed deceased), Gazelle, Reptilla, Vertigo I (granddaughters, presumed deceased)
Known confidants: Wanda Maximoff (the Scarlet Witch), Susan Richards (Invisible Woman)
Known allies: The Fantastic Four, the Avengers
Major enemies: Nicholas Scratch, Mephisto, Salem's Seven, Samhain
Usual base of operations: Mobile
Former bases of operations: New Salem, Colorado; Whisper Hill, New York; the Baxter Building, New York City ; the Avengers West Coast compound, Palos Verde, California
Current group membership: None
Former group membership: The Witches of New Salem,
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5'11"
Weight: 130 lbs.
Eyes: Blue
Hair: White
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Below normal
Speed: Below normal
Stamina: Below normal
Durability: Below normal
Agility: Below normal
Reflexes: Below normal
Fighting skills: None
Special skills and abilities: Vast knowledge of magical lore
Superhuman physical powers: Ability to manipulate magical forces for a number of effects, including teleportation, energy projection, and the tapping of extradimensional energy by invoking entities or objects of power existing in dimensions tangential to Earth's through the recitation of spells.
Superhuman mental powers: Mesmerism, thought-casting, illusion-casting

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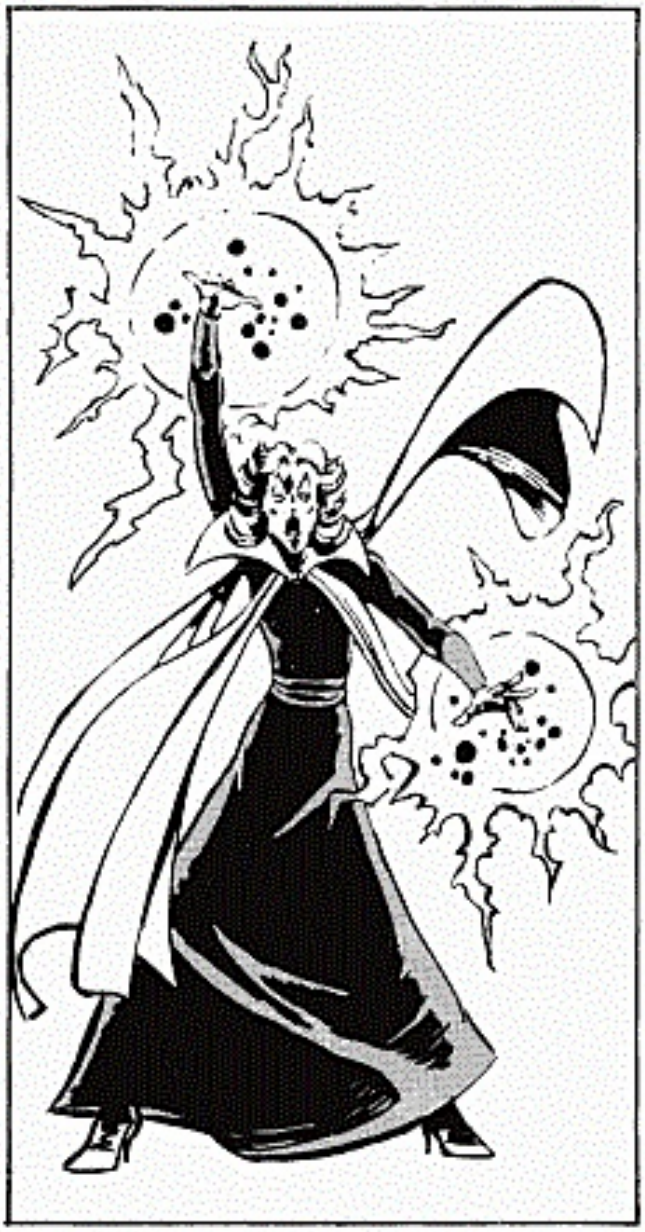
Special limitations: Agatha Harkness's age reduces her ability to perform strenuous physical tasks.
Source of superhuman powers: Manipulation of the forces of magic

PARAPHERNALIA

Costume specifications: Normal attire
Personal weaponry: None
Special weaponry: None
Other accessories: Magical familiar named Ebony; a pet cat with the ability to transform into a large, ferocious panther
Transportation: Various, often magical teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #94
Origin issue: FANTASTIC FOUR #186 (partial)
Significant issues: FANTASTIC FOUR #94 (hired as governess by Reed and Susan Richards); FANTASTIC FOUR #109-110 (aided Fantastic Four in battle against Annihilus); FANTASTIC FOUR # 185 (taken captive by Nicholas Scratch); FANTASTIC FOUR #186 (rescued from execution by Fantastic Four, Nicholas Scratch revealed to be her son); AVENGERS #128 (accepted Wanda Maximoff as student in the use of witchcraft); FANTASTIC FOUR ANNUAL #14 (Scratch and Salem's Seven returned, Agatha repulsed world takeover attempt); VISION AND SCARLET WITCH Vol.2 #3 (tried and apparently executed by the people of New Salem), AVENGERS WEST COAST #51 (resurrection); AVENGERS WEST COAST #60-62 (aided Avengers in battle against Immortus)



WARHAWK
RANGER
SHOTGUN
BLINDSIDE
AXE
HARDCASE
LONGBOW
TIMEBOMB
PISTON
LIFELINE

HARRIERS™

HARRIERS

ORGANIZATION

Purpose: Mercenary soldiers, trained and equipped to battle both conventional and superhuman opponents
Modus operandi: Commando-style operations
Extent of operations: Southeast Asia, potentially worldwide
Relationship to conventional authorities: None
Base of operations: (last known) Colbert Chu's warehouse, Street of Stunted Dog, Lowtown, Madripoor
Former bases of operations: Unrevealed
Major funding: Payment from various clients for services rendered
Known enemies: General Nguyen Ngoc Coy
Known allies: None

MEMBERSHIP

Number of active members: 10
Number of reserve members: None
Organizational structure: Military-style unit headed by commanding officer (Hardcase)
Known officers: Hardcase (Harry Malone, leader)
Known current members: Battleaxe II ("Axe," Jerome Hamilton), Blindside II (Bobbi Chase), Lifeline (Deacon, rest of name unrevealed), Longbow (Amelia Greer), Piston (Andrei Semyanovitch Rostov), Ranger (Jesus Suarez), Shotgun I (Zeke Sallinger), Timebomb (Louis Joubert), and Warhawk III (Tom Nakadai)
Known former members: None
Known special agents: None
Membership requirements: Former membership in SHIELD
Note: When the original version of the international law enforcement agency SHIELD was disbanded, ten former SHIELD agents banded together as the Harriers to operate as mercenaries.

HISTORY

Founder: Hardcase
Other leaders: None
Previous purpose or goals: Formerly served as agents of SHIELD
Major campaigns or accomplishments: Attempt to destroy major opium crop of General Nguyen Ngoc Coy
Major setbacks: Failure to destroy General General 's opium crop

TECHNOLOGY AND PARAPHERNALIA

Level of technology: Conventional
Transportation: Conventional; Warhawk III wears a jetpack and artificial wings permitting him to fly
Standard uniforms: None
Standard weaponry: Conventional firearms; certain members employ special weaponry (e.g., Battleaxe II carries a double-bladed axe, Longbow uses bow and arrows, Timebomb utilizes explosives)

Standard accessories: None

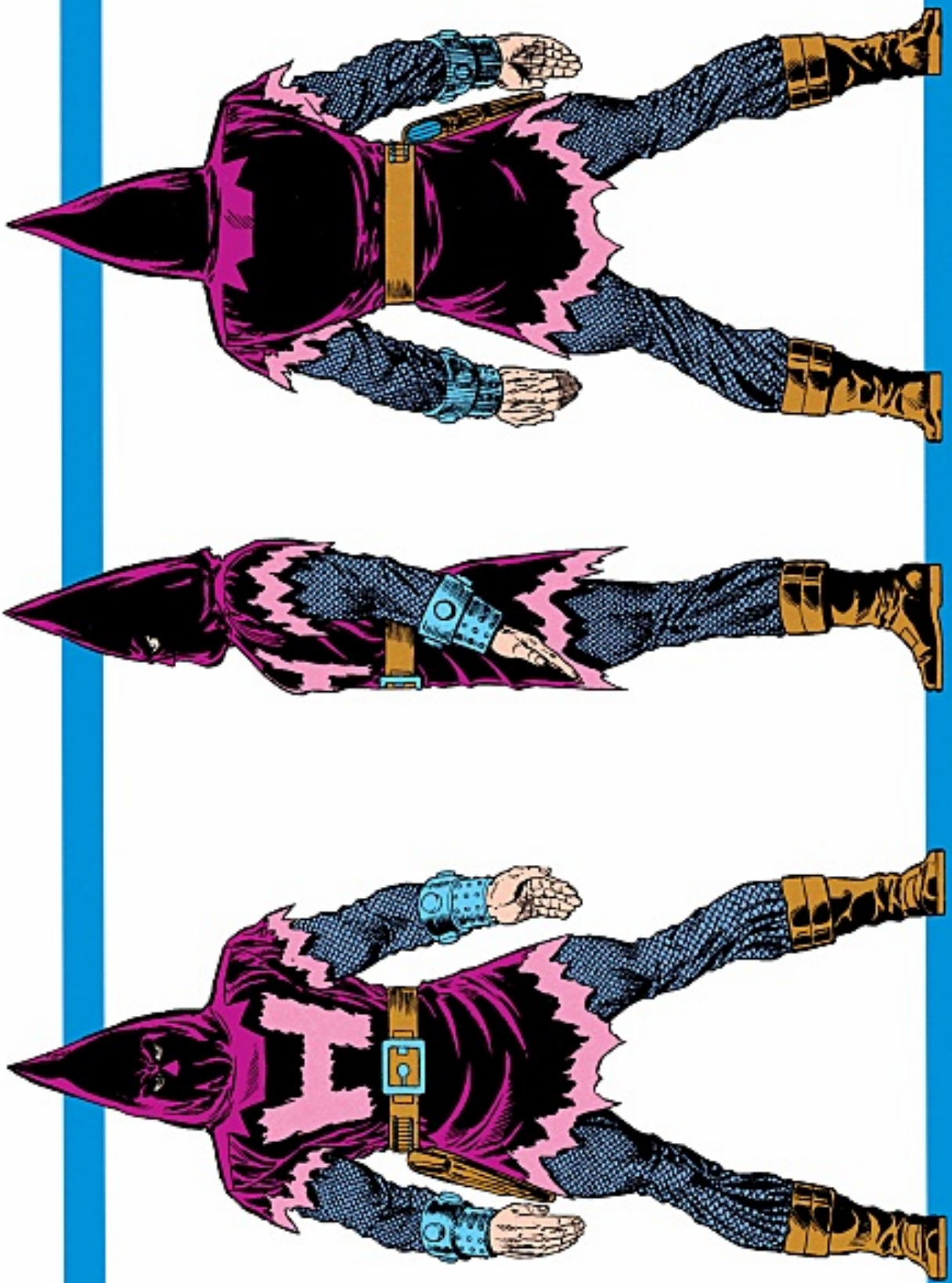
BIBLIOGRAPHY

First appearance: (Hardcase, Battleaxe II, Shotgun I) WOLVERINE #5, (rest of Harriers) UNCANNY X-MEN #261

Origin issue: The Harriers' origin is as yet unrevealed.

Significant issues: WOLVERINE #5 (Hardcase, Battleaxe II and Shotgun I took assignment from DEA to infiltrate General Nguyen Ngoc Coy's organization in attempt to destroy Coy's opium crop in Indochinese "Golden Triangle," clashed with Wolverine); UNCANNY X-MEN #261 (hired by Wolverine to try to capture him, Psylocke, and Jubilee as a test of their skills)

HATE MONGER™



HATE-MONGER I

BIOGRAPHICAL DATA

Real name: Adolf Hitler (alleged clone)
Other current aliases: None
Former aliases: Nazi "X"
Dual identity: Secret
Note: SHIELD and the CIA know that two dead men who had claimed to be the Hate-Monger (who were actually cloned bodies inhabited by his consciousness) looked identical to Adolf Hitler, but neither agency knows the truth about the Hate-Monger's identity and origin
Current occupation: Conqueror
Former occupation: Dictator (fuehrer) of Germany
Citizenship: Germany
Legal status: No criminal record, sought by the world's legal authorities for war crimes
Place of cloning: Berlin, Germany
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: (former) Red Skull, Arnim Zola, Dr. Kaupfmann
Major enemies: Nick Fury, Red Skull, the Fantastic Four, Man-Wolf, SHIELD
Usual base of operations: Inapplicable in his present state
Former bases of operations: Various hidden bases on Earth, including San Gusto and an underground base beneath Tallulah Gorge in Lakemont, Georgia; a space station orbiting Earth; Exile Island, Atlantic Ocean
Current group membership: None
Former group membership: Former partner of Blastaar
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 175 lbs.
Eyes: Blue
Hair: Dark brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Good hand-to-hand combatant, apparently received training in physical combat since his alleged life as Adolf Hitler
Special skills and abilities: Talent in painting
Superhuman physical powers: None
Superhuman mental powers: The Hate-Monger's brain has been "energized" by Arnim Zola'a technology, enabling him to project his consciousness into the brain of a body cloned from his own if his current body is dying.
Special limitations: None known

Source of superhuman powers: Cloning and genetic engineering
Note: The Hate-Monger claims to be Adolf Hitler, whose consciousness has inhabited a succession of bodies cloned from his original one. Although the Hate-Monger's bodies all seem identical to Hitler's, the Hate-Monger's personality so far appears somewhat different than Hitler's. This maybe due to the fact that something is lost with each successive generation of consciousness-transfer.

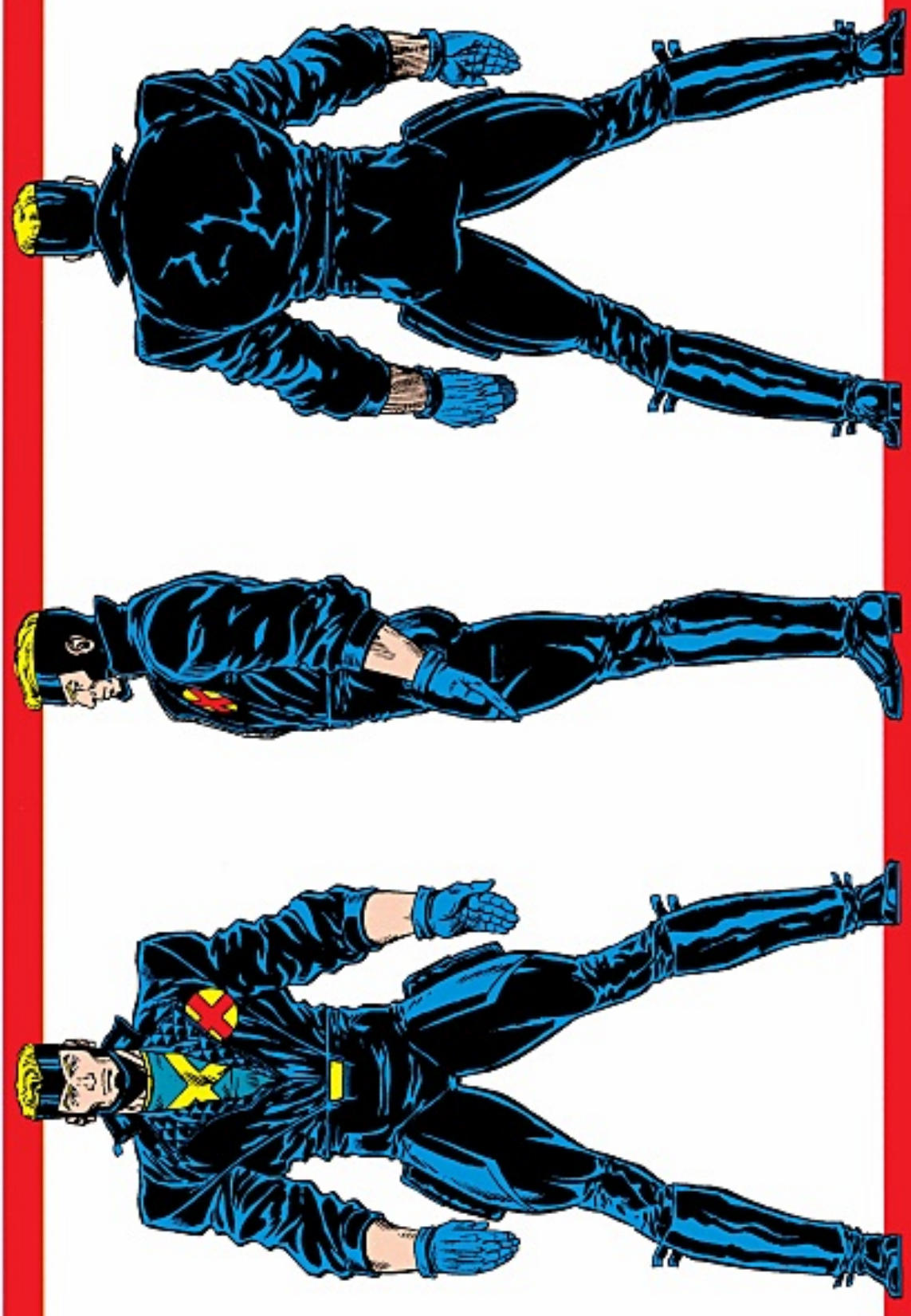
PARAPHERNALIA

Costume specifications: Chain-mail body armor worn under his hood, tunic, and boots. The Hate-Monger sometimes wears an armored battlesuit containing an exoskeleton that amplifies his strength to Superhuman Class 10.
Personal weaponry: Handgun projecting the "Hate-ray" or "H-ray," high-frequency microwave radiation that affects the centers of the human brain controlling emotions so as to stimulate and magnify the victims' feelings of dread, fear, and anger to unreasonable levels, including repressed or subconscious sentiments of this kind. The hate-ray can also transform feelings of love into equally strong or perhaps even stronger hatreds
Special weaponry: Large-scale "Hate-ray" projectors, missiles armed with nuclear warheads, disease-carrying bacilli
Other accessories: None known
Transportation: Various advanced air and spacecraft
Design and manufacture of paraphernalia: Scientists and technicians in the Hate-Monger's employ

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #21
Origin issue: SUPER-VILLAIN TEAM-UP #17
Significant issues: FANTASTIC FOUR #21 (staged "hate" rally in New York City, attempted takeover of San Gusto, thwarted by Fantastic Four and Nick Fury, killed by one of his own men); NICK FURY, AGENT OF SHIELD Vol. 1 #9-11 (succession of defeats by Nick Fury, wrecked Hate-Monger's attempt to blackmail the nations of Earth with nuclear missles and his attempt to blanket Earth with the "hate-ray" from an orbiting space station; killed again); CREATURES ON THE LOOSE #35 (planned to use spacecraft to recapture his space station from SHIELD, fought Man-Wolf, base invaded by SHIELD; killed again); CAPTAIN AMERICA AND THE FALCON #211-212 (consciousness resided within cloned brain mounted on an android, Zola and Red Skull unsuccessfully attempted to transplant into Captain America's body); SUPER-VILLAIN TEAM-UP #17 (consciousness trapped within the matrix of a failed attempt to create a Cosmic Cube)

HAVOK™



HAVOK

BIOGRAPHICAL DATA

Real name: Alexander "Alex" Summers
Other current aliases: None
Former aliases: Unrevealed
Dual identity: Publicly known
Current occupation: United States government operative
Former occupation: Graduate student in geophysics, adventurer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Honolulu, Hawaii
Marital status: Single
Known relatives: Christopher Summers (Corsair, father), Katherine Ann Summers (mother, deceased), Scott Summers (Cyclops, brother), Philip, Deborah (grandparents), Madelyne Pryor-Summers (sister-in-law, deceased), Nathan Christopher Charles Summers (nephew), Rachel Summers (Phoenix II, niece by Phoenix I from an alternate future)
Known confidants: Cyclops, Lorna Dane (Polaris); (former) Madelyne Pryor-Summers (Goblin Queen), Scarlett McKenzie (Quark, deceased), Leila O'Toole (Plasma)
Known allies: X-Factor II, X-Men
Major enemies: The Living Pharaoh (Living Monolith), Sentinels, Proteus (deceased), Mister Sinister, the Marauders, the Adversary, the Reavers, N'Astirh, Meltdown (deceased), Dr. Neutron, Plasma, the Trackers, Cameron Hodge, Genoshan Magistrates
Usual base of operations: X-Factor II headquarters, Georgetown, Washington, D.C.
Former bases of operations: Professor Xavier's School for Gifted Youngsters, Georgetown, Salem Center, Westchester County, New York State; Rio Diablo area, southwestern United States; Moira Mactaggart's Mutant Research Center, Muir Island, Scotland; the X-Men's Australian headquarters
Current group membership: X-Factor II
Former group membership: X-Men
Extent of education: Masters degree in geophysics, some doctoral research completed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 175 lbs
Eyes: Brown
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Normal
Reflexes: Athlete
Fighting skills: Training in hand-to-hand combat by Wolverine

Special skills and abilities: Instinctive tactician and strategist
Superhuman physical powers: The ability to absorb ambient cosmic energy and release it from his body as waves of energy that heat the air in their path, turning it into plasma; invulnerability to the effects of his own power and that of his brother, Cyclops
Superhuman mental powers: None
Special limitations: Originally, Havok had difficulty controlling his powers, which he has overcome through training.
Source of superhuman powers: Genetic mutation

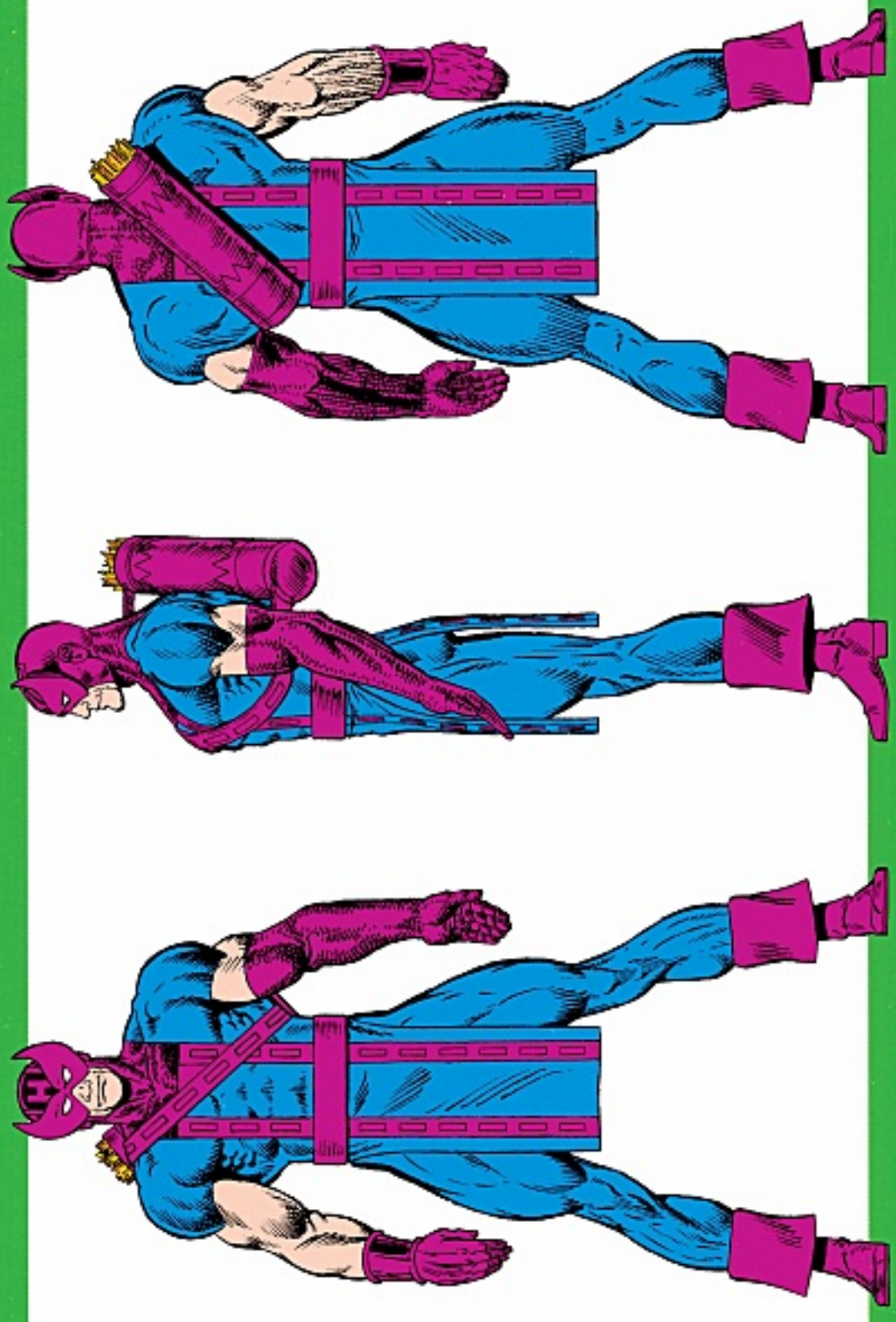
PARAPHERNALIA

Costume specifications: Havok's original costume was synthetic stretch fabric equipped with special sensors for measuring and controlling his power output, his current costume does not have these sensors
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: (original costume) Larry Trask, (current costume) Unnamed designers working for the U.S. government

BIBLIOGRAPHY

First appearance: (as Summers) X-MEN Vol. 1 #54, (as Havok) X-MEN Vol. 1 #58
Origin issue: X-MEN Vol. 1 #54-58, 108, 144
Significant issues: X-MEN Vol. 1 #54-56 (first met the original X-Men, learned that Cyclops is his brother, captured by the Living Pharaoh, learned he was a mutant whose powers were coupled to that of the Living Pharaoh, rescued by the X-Men); X-MEN Vol. 1 #57-60 (captured by the Sentinels, given the code-name "Havok," rescued by X-Men, lost control of powers; excess energy absorbed by Sauron, gained control of powers); GIANT-SIZE X-MEN #1 (with original X-Men, captured by Krakoa the living island, rescued by new X-Men); X-MEN Vol. 1 #94 (quit the X-Men); MARVEL TEAM-UP #69-70 (captured by Living Pharaoh/Living Monolith, rescued by Spider-Man and Thor); UNCANNY X-MEN #125-128 (with X-Men, battled Proteus); UNCANNY X-MEN #158 (learned Corsair was his father); UNCANNY X-MEN #219 (rejoined X-Men); HAVOK & WOLVERINE: MELTDOWN #1-4 (with Wolverine, became pawn in plot of Meltdown and Dr. Neutron, defeated Meltdown); MARVEL COMICS PRESENTS #24-31 (rescued Leila O'Toole from the Trackers; with Wolverine, discovered that Leila was Plasma, the Living Monolith's niece; defeated Plasma and the Trackers); X-FACTOR #71 (with Wolfsbane, brought from Genosha by Prof. X and Cyclops to lead X-Factor II)

HAWKEYE™



HAWKEYE

BIOGRAPHICAL DATA

Real name: Clinton Francis Barton
Other current aliases: The Marksman
Former aliases : Goliath II, Golden Archer I, Father Time
Dual identity: Secret
Current occupation: Adventurer
Former occupations: Carnival performer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Waverly, Iowa
Marital status: Legally separated
Known relatives: Harold Barton, Edith Barton (parents, deceased), Bernard "Barney" Barton (brother, deceased), Brett Barton (ancestor, deceased), Barbara Morse (Mockingbird, estranged wife)
Known confidants: Mockingbird, Black Widow, Captain America, Scarlet Witch
Known allies: The Avengers, Avengers West Coast, Great Lakes Avengers, Fantastic Four, Spider-Man, Nick Fury, Ant-Man II, Dr. Strange, Two-Gun Kid, Silver Sable, Sandman
Major enemies: Kang, Goliath IV, Ultron, Crossfire, Death-Throws, Brothers Grimm II, Mad Dog, Bobcat, Bullet Biker, Razor-Fist, Lotus, Egghead (deceased), (formerly) Swordsman (deceased)
Usual base of operations: Avengers West Coast Compound, Los Angeles California
Former bases of operations: Avengers Mansion, New York City; Dr. Strange's Sanctum Sanctorum, New York City; Cross Technological Enterprises, New York City; Ashley Crawford's apartment, Milwaukee, Wisconsin
Current group membership: Avengers West Coast
Former group membership: Avengers, Defenders, Great Lakes Avengers
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 230 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Peak human
Fighting skills: Trained by Captain America in martial arts and hand-to-hand combat
Special skills: Expert archer, highly trained acrobat and aerialist
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Hawkeye is 80% deaf in both ears and wears specially

designed miniature hearing aids.
Source of superhuman powers: Inapplicable

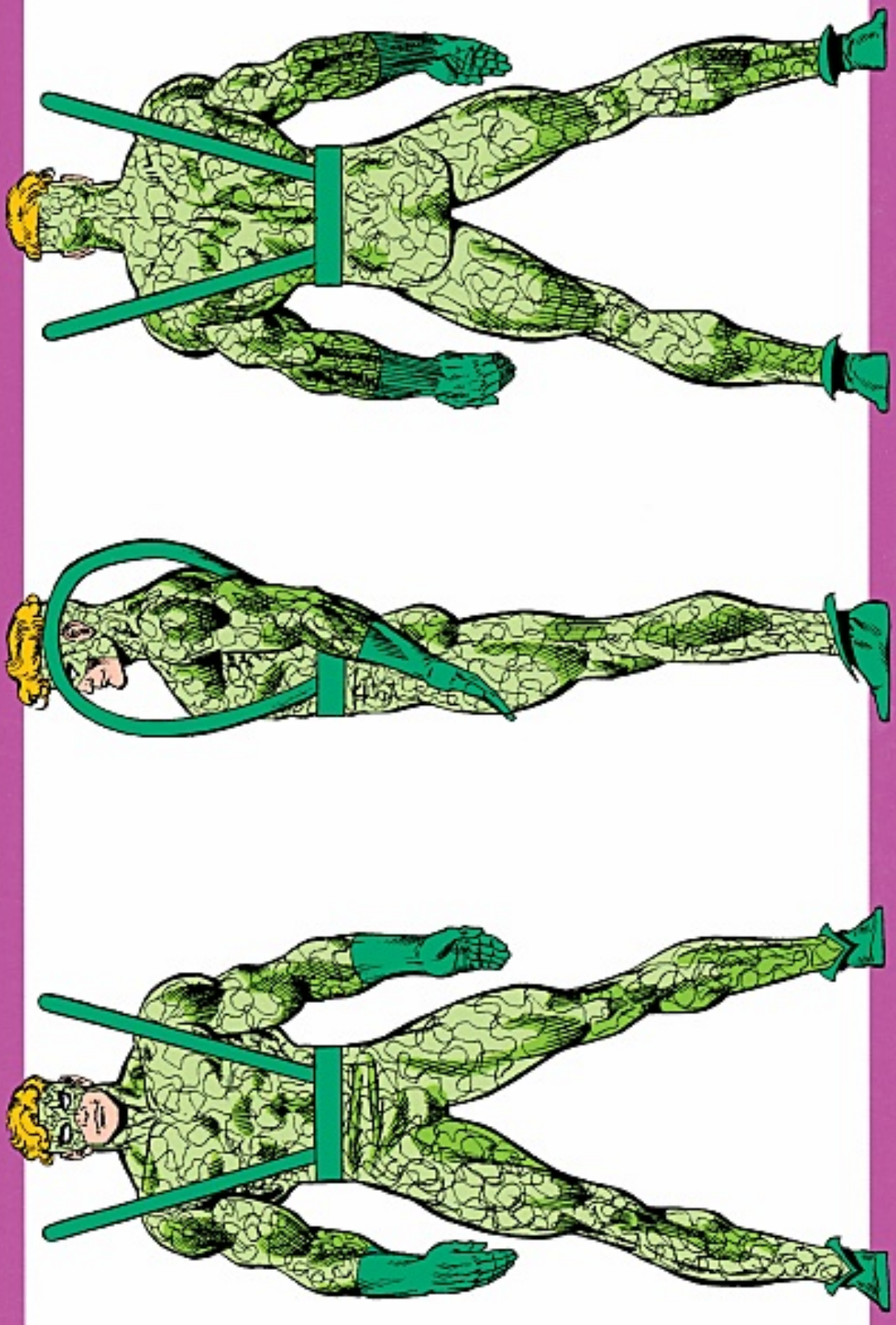
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: One of a number of specially designed bows: a 6' 2" longbow, a 5' 6" regular bow, a 5' 4" compound bow; a quiver containing any of a number of gadget-equipped "trick-arrows", including sonic, explosive-tip, smoke-bomb, flare, tear-gas, acid, suction-tip, cable, putty, bola, electro, net, rocket, and boomerang arrows, as well as others
Special weaponry: Armored costumed made of an unspecified steel alloy
Other accessories: None
Transportation: Avengers Skycycle; Avengers Quinjet
Design and manufacture of paraphernalia: (archery equipment) Commercial designers, ("trick" arrows) Clint Barton, Anthony Stark, T'Challa, (Skycycle) Jorge Latham, Anthony Stark

BIBLIOGRAPHY

First appearance: (as Hawkeye) TALES OF SUSPENSE #57, (as Goliath II) AVENGERS #63
Origin issue: (as Hawkeye) TALES OF SUSPENSE #57, AVENGERS #19, SOLO AVENGERS #2; (as Goliath II) AVENGERS #63
Significant issues: TALES OF SUSPENSE #57, (adopted costumed identity to become adventurer, mistakenly accused of theft, fell in love with the Black Widow, battled Iron Man I on her behalf); AVENGERS #16 (joined the Avengers); AVENGERS #19-20 (battled Swordsman; earlier encounter with Swordsman revealed); AVENGERS #63 (became Goliath II); AVENGERS #64-65 (witnessed brother Barney's death at the hands of Egghead, captured Egghead and Swordsman); AVENGERS #98 (resumed Hawkeye identity in new costume); AVENGERS #109 (resumed old costume, quit the Avengers); DEFENDERS #7-11/AVENGERS #116-118 (joined the Defenders; took part in Avengers/Defenders clash; quit the Defenders); GIANT-SIZE AVENGERS #2 (rejoined the Avengers, battled Kang); HAWKEYE #1-4 (quit Cross Technological Enterprises; alongside Mockingbird, battled Silencer, Oddball, Bombshell, and Crossfire; became hearing-impaired; eloped with Mockingbird); SOLO AVENGERS #5 (battled Trickshot, his former mentor); AVENGERS SPOTLIGHT #22-25 (alongside Mockingbird and Trickshot, battled Brothers Grimm II, Mad Dog, Bobcat, Bullet Biker, Death-Throws, Razor-Fist and Crossfire); AVENGERS SPOTLIGHT #30-35 (adopted armored costume to battle Lotus and Los Angeles street gangs)

HAYWIRE™



HAYWIRE

BIOGRAPHICAL DATA

Real name: Harold Danforth
Current aliases: None
Former aliases : None
Dual identity: Publicly known to the citizens of the United States of "Other-Earth" ("Earth-S")
Current occupation: Adventurer
Former occupation: (as Redeemer) Freedom fighter
Citizenship: United States of "Other-Earth" or "Earth-S"
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: Inertia (deceased)
Known allies: Redeemers, the Squadron Supreme
Major enemies: Nth Man I, the Over-Mind, (former) Squadron Supreme, Master Menace
Usual base of operations: Project: Pegasus, New York State
Former base of operations: Squadron City, Great American Desert, United States of "Other-Earth"; Redeemers headquarters, Cosmopolis, United States of "Other-Earth"
Current group membership: The Squadron Supreme
Former group membership: The Redeemers
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 155 lbs.
Eyes: Brown
Hair: Red-blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Average hand-to-hand combatant, coached from Nighthawk I and Squadron Supreme members
Special skills and abilities: Lock picking, guitar playing
Superhuman physical powers: None
Superhuman mental powers: Haywire can psionically generate a steel-like 5 millimeter in diameter "tanglewire" from his fingertips which he can use for a variety of purposes, including creating long grappling wires for locomotion, vast quantities for trapping, entangling or blinding his opponents, or simple shapes like spheres, cubes and cones. The tanglewire is extremely tensile and durable; only omnium and adamantium can cut through it. It is resistant to extremes of temperature and pressure. The tanglewire will remain in

existence indefinitely or until he consciously wills it to dissipate. It will remain in existence if he is rendered unconscious.
Special limitations: The observed upper limit for the rate of speed at which he can generate tanglewire seems to be a volume of approximately three foot square per second of 180 linear feet per second. There is yet no known limit to the amount of tanglewire he can generate, though presumably mental fatigue will eventually impair his performance. Although he can produce a single strand at a time, he cannot for the tanglewire into stable, complex shapes.
Source of superhuman powers: Unrevealed, presumably genetic mutation

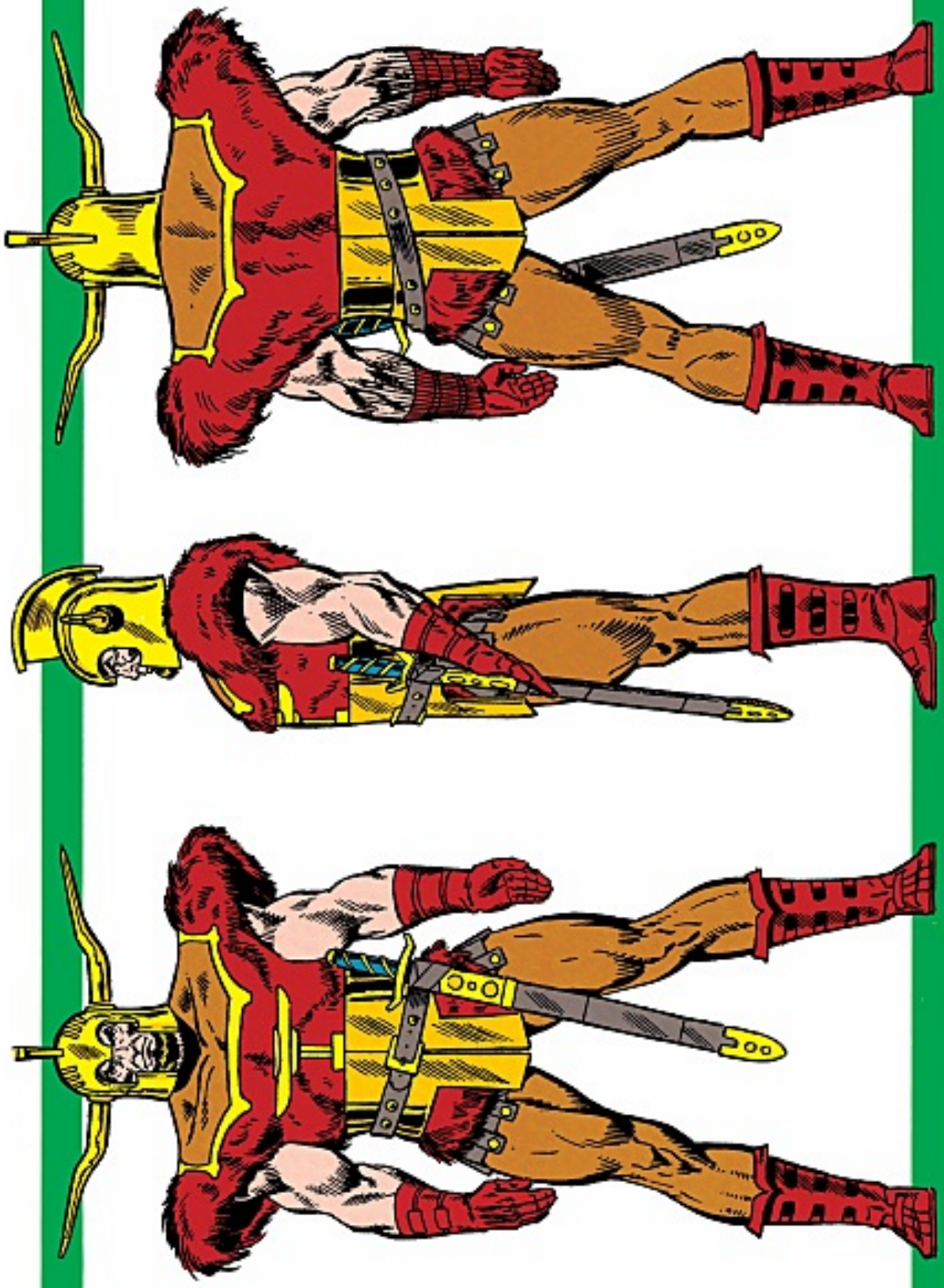
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric with padded leather gloves to enable him to hold onto his tanglewire when necessary
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: SQUADRON SUPREME #10
Origin issue: Haywire's origin is as yet unrevealed.
Significant issues: SQUADRON SUPREME #10 (attended organizational meeting of Nighthawk I's Redeemers whose purpose was to overthrow the government of the Squadron Supreme); SQUADRON SUPREME #11 (inducted into Squadron Supreme as double agent, accompanied Lamprey and Whizzer on tour of hibernacle, led Lamprey into Redeemers headquarters for deprogramming); SQUADRON SUPREME #12 (with Redeemers, fought Squadron, forcing them to end their dictatorship over United States of "Other-Earth," battled Whizzer); SQUADRON SUPREME GRAPHIC NOVEL: DEATH OF A UNIVERSE (joined with Squadron Supreme to prevent destruction of universe by Nth Man I, witnessed grisly death of his girlfriend Inertia); QUASAR #13 (with Squadron, stranded on the Avengers Earth, relocated to Project: Pegasus; alongside the Shape, mind-controlled by the Over-Mind into battling Quasar to cover the Over-Mind's escape from Earth); QUASAR #19 (alongside Squadron Supreme in Dr. Strange's failed attempt to return them to their own Earth)

HEIMDALL



HEIMDALL

BIOGRAPHICAL DATA

Real name: Heimdall
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Heimdall's existence, except as a mythological character
Current occupation at time: Sentry of Asgard
Former occupation: Unrevealed
Citizenship: Realm of Asgard
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: Sif (sister)
Known confidants: Sif, Balder, Kamorr
Known allies: Odin, Thor, the Warriors Three
Major enemies: Loki, Surtur, Mangog
Usual base of operations: Asgard
Former bases of operations: None
Current group membership: The royal court of Asgard
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7' 2"
Weight: 575 lbs.
Eyes: Gray
Hair: Brown
Other distinguishing features: Heimdall wears a full beard but no moustache

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Proficiency with edged weapons
Special skills and abilities: Unrevealed
Superhuman physical powers: Superhuman strength, speed, agility and durability; extraordinarily acute senses, bordering on the extrasensory
Superhuman mental powers: The ability to focus on certain sensory information or block it out of his consciousness as he chooses
Special limitations: Certain magical spells can block his sensory powers
Source of superhuman powers: Heimdall is a member of the race of superhumans known as Asgardians; the source of his heightened perception is unrevealed.

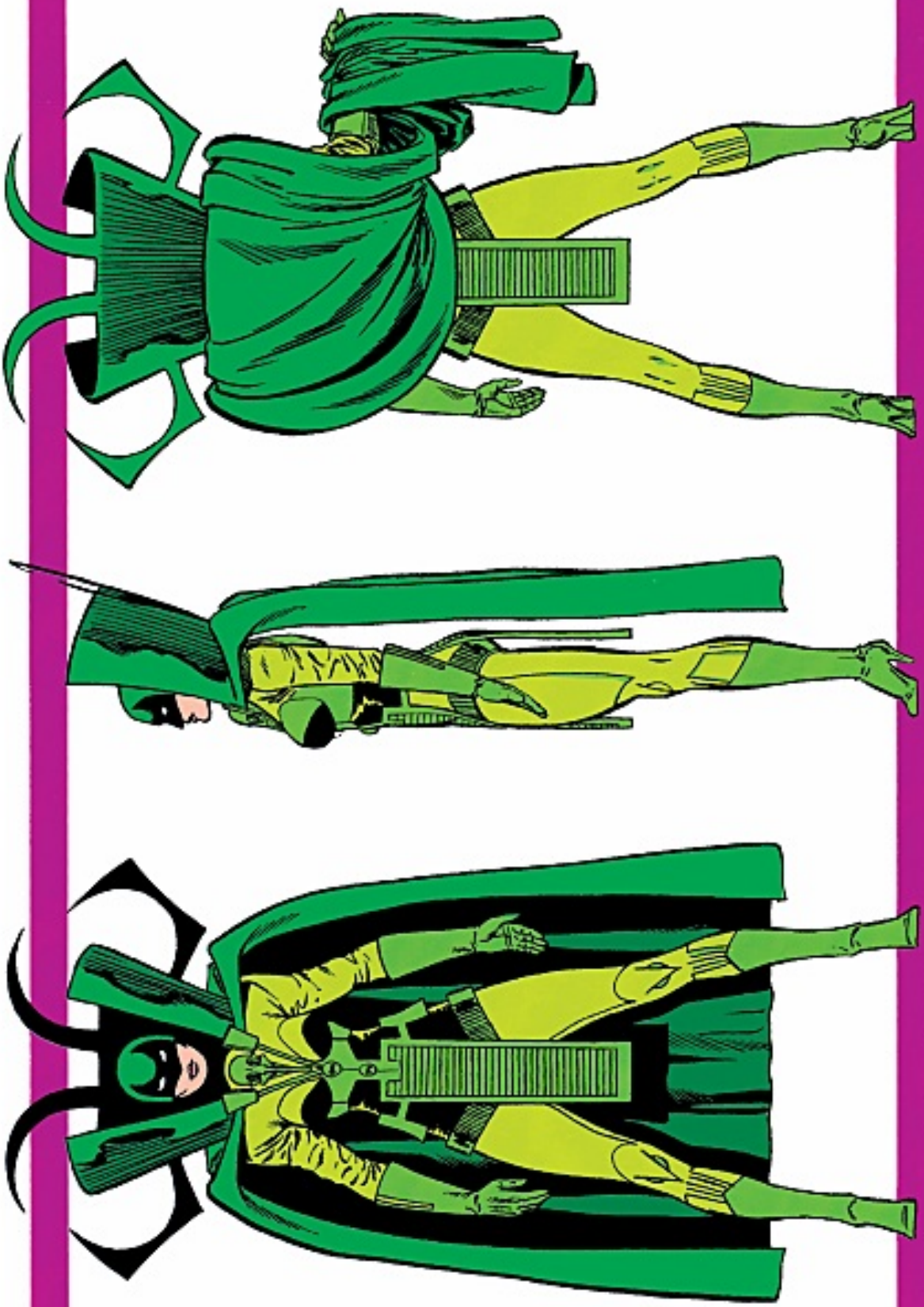
PARAPHERNALIA

Costume specifications: Asgardian
Other accessories: Gjallarhorn
Transportation: Horse, longboat
Design and manufacture of paraphernalia: Forges of Asgard

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #85
Origin issue: Heimdall's origin is as yet unrevealed
Significant issues: JOURNEY INTO MYSTERY #105 (warned Odin of of a Vanna's reconnaissance of Asgard); JOURNEY INTO MYSTERY #110 (battled Thor to prevent him from entering Asgard); JOURNEY INTO MYSTERY #125 (battled Thor to prevent him from leaving Asgard); THOR #127 (immobilized by Seidring); THOR #156 (encountered the Recorder); THOR #193 (battled Thor at Loki's command); THOR #200 (in prophesy of Ragnarok, severed the Rainbow Bridge, sounded Gjallarhorn); THOR #201 (traveled to Earth with Kamorr the dwarf to search for human candidates for godhood); THOR #203 (gathered three human beings, arranged for for them to be exposed to Ego-Prime's energies); THOR #214 (accompanied Asgardians into Dark Nebula); THOR #240 (afflicted by lethargy in Odin's absence from Asgard); THOR #248 (blew Gjallarhorn to summon Odin's elite guard); THOR #289 (summoned Asgardian troops to restrain Thor); THOR #322 (battled Thor to prevent him from bringing mortals to Asgard); THOR #351 (vanquished by Surtur as the Rainbow Bridge is shattered); THOR #357 (given the Great Scepter of Odin to guard by Loki); THOR #358 (discovered Malekith's escape); THOR #359 (fetched the Enchantress to help free Thor from ensorcelment); THOR #364 (learned of Loki's possession of Surtur's sword); THOR #376 (comforted the Enchantress about the Executioner's death); THOR #387 (rescued Balder from Seth's assassins); THOR #398 (struck down in battle against the legions of Seth); THOR #418 (battled Sif, Leir, and Caber); THOR #420 (confronted Surtur disguised as Odin about imprisoned Grand Vizier); THOR #423 (led the legions of Asgard into battle against Ymir); THOR #426 (given the power by Odin to restore the Rainbow Bridge)

HELA™



HELA

BIOGRAPHICAL DATA

Real name: Hela
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of Hela's existence except as a mythological character
Current occupation: Goddess of death, ruler of Hel and Niffleheim
Former occupation: None
Citizenship: Realm of Hel and Niffelheim
Legal status: Ruler of Hel and Niffelheim
Place of birth: Unrevealed, allegedly Jotunheim
Marital status: Single
Known relatives: Loki (alleged father), Angrboda (alleged mother, deceased)
Known confidants: None
Known allies: Loki
Major enemies: Odin, Thor, Pluto, New Mutants
Usual base of operations: Hel and Niffelheim
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7'
Weight: 500 lbs.
Eyes: Green
Hair: Grey (almost wholly on her right side)
Other distinguishing features: Left side of body dead and decayed, appears alive and healthy while she wears her cloak

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Superhuman Class 100
Speed: Superhuman
Stamina: Godlike
Durability: Godlike
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Proficient swordswoman
Special skills and abilities: Unrevealed
Superhuman physical powers: Superhuman strength, speed, stamina, agility and durability; "touch of death" (can kill any Asgardian or human; Hela can also restore life to recently deceased Asgardians); mystical bolts (can kill any Asgardian or human)
Superhuman mental powers: Levitation, illusion-casting, mental control of the dead within her realms, astral projection
Special limitations: Without her cloak, Hela's powers are greatly reduced; she is unable to levitate or even stand, and cannot project mystical bolts.
Source of superhuman powers: Although her alleged parents were members of the race of giants of Jotunheim, Hela possesses attributes of a member of the race of superhumans known as Asgardians; she also possesses additional powers in her office as goddess of death.

PARAPHERNALIA

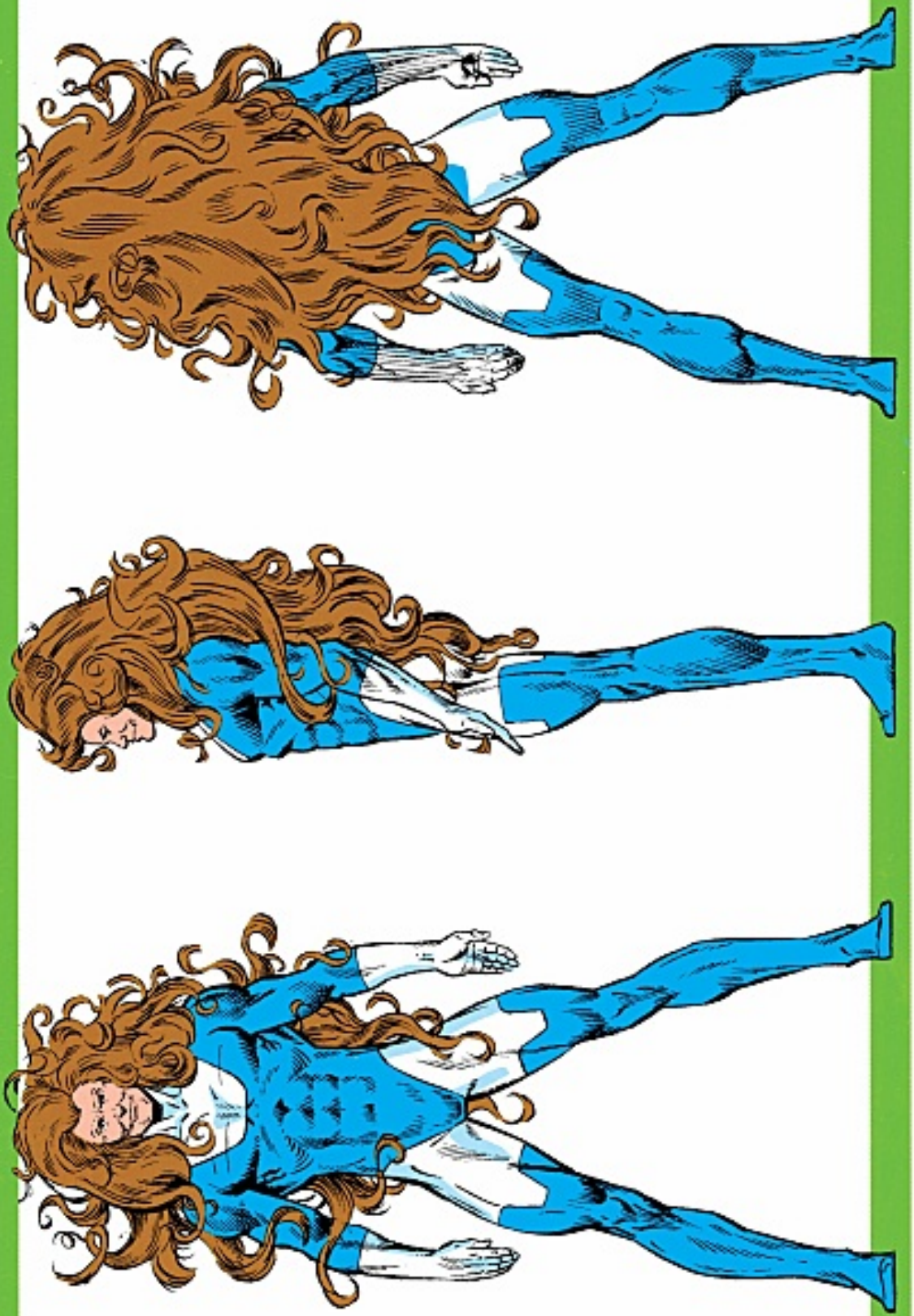
Costume specifications: Asgardian

materials
Personal weaponry: Her "Nightsword"
Special weaponry: None
Other accessories: None
Transportation: Levitation, astral projection
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #102
Origin issue: Hela's origin is as yet unrevealed.
Significant issues: THOR #150 (appeared to Thor on the verge of death after battling the Wrecker); THOR #154 (failed to tempt Thor into entering Valhalla); THOR #177 (stole a portion of the sleeping Odin's soul, thus creating Infinity); THOR #184 (unleashed Infinity upon the universe); THOR #186 (slew Thor, who was restored to life by sacrifice of her servant, the Silent One); THOR #189-190 (slain by Odin to save Thor, then returned to life by him to restore the natural balance of life and death; slew Thor, but restored him to life after Sif offered to die in his place); THOR #199 (battled Pluto for the right to claim Odin's soul); THOR #201 (restored Odin to life to prevent Pluto from claiming him); THOR #251 (confronted Thor); THOR #274 (confronted Odin); THOR #277-278 (plotted with Loki to bring about Ragnarok); DEFENDERS #66-68 (summoned the Valkyrie to aid in war against Ollerus; encountered the Defenders); THOR #312-314 (forced to join conspiracy of Loki and Tyr against Odin); THOR ANNUAL #10 (unwillingly entered alliance with the death-gods of other Earth pantheons; destroyed by Demogorge the God-Eater, restored to life with Demogorge's defeat); THOR #345 (allied with Malekith, took souls of Earth mortals to Hel using special food of the faerie); THOR #354 (appeared in Asgard to claim Odin's soul, but driven off by Thor); X-MEN ANNUAL (encountered the X-Men and the New Mutants in Asgard, appeared to claim Wolverine's soul, driven off by X-Men and Mirage); THOR #361 (Hel invaded by Thor, Balder, the Executioner, and the Einherjar to rescue captive mortal souls; wrestled Thor for captive mortal souls); THOR #362 (raised an army of the dead to stop Thor's escape from Hel); THOR #373 (laid curse on Thor); MEPHISTO #4 (contested against Mephisto who attempted to possess Thor's soul); THOR #382 (battled Thor in body of Destroyer, healed him and lifted curse); NEW MUTANTS #77-78 (transformed Valkyries into fire-demons; set Mirage against New Mutants); NEW MUTANTS #79 (sent Valkyries against dwarves and New Mutants in Asgard); NEW MUTANTS #80, 82-85 (forced the dwarf Eitri to forge an uru sword; sent Mirage to kill sleeping Odin, defeated when sword was destroyed)

HELIO™



HELIO

BIOGRAPHICAL DATA

Real name: Helio
Other current aliases: Leo
Former aliases : None
Dual identity: Helio generally does not employ a dual identity.
Current occupation: Operative of Maelstrom
Former occupation: Unrevealed
Citizenship: Unrevealed
Legal status: None
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: Phobius, Gronk
Known allies: Maelstrom
Major enemies: Thing, Mr. Fantastic, Stingray, Gorgon, Karnak, Starfox, Quasar
Usual base of operations: Mobile
Former bases of operations: Island of Attilan; Stromberg Mansion, Long Island, New York
Current group membership: Maelstrom's Minions
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 0 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Unless he is wearing weighted shoes, Helio's feet never touch the ground. Helio's hair is also lighter than air and consequently floats freely about him unless braided and weighted down.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Enhanced human
Flight Speed: Subsonic
Stamina: Enhanced human
Durability: Enhanced human
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Moderate experience at hand-to-hand combat utilizing his lighter-than-air body and air manipulating attributes
Special skills and abilities: Possesses various laboratory technician skills
Superhuman physical powers: Besides the above listed physical attributes, Helio can manipulate air molecules for various effects, such as propulsion, tornado-force explosions ("air-quakes"), and near-vacuums. His eyes, nose, and skin are especially adapted to resisting rigorous atmospheric conditions.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Mutagenic Terrigen Mist
Note: The current Helio is a clone. It is as yet uncertain whether the original was a human being, an Inhuman, or Deviant.

PARAPHERNALIA

Costume specifications: Unstable molecules
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: MARVEL-TWO-IN-ONE #71
Origin issue: Helio's origin is as yet unrevealed
Significant issues: MARVEL-TWO-IN-ONE #71-72 (alongside other Minions, dispatched by Maelstrom to Hydro-Base to steal Anti-Terrigen Compound, battled Mister Fantastic, Thing, Gorgon, Karnak, and Stingray, captured, put to death by Deathurge at Maelstrom's command); AVENGERS #250 (cloned bodies activated by Maelstrom, dispatched against the Avengers, confronted Iron Man and Starfox, coerced into helping Avengers by Starfox, rendered unconscious by Wonder Man, spare clonal body destroyed, taken captive); QUASAR #21 (posed as Malcolm Stromberg's domestic servant); QUASAR #23 (attempted to keep Ghost Rider II from entering Stromberg's estate); QUASAR #25 (temporarily turned into a goose by Sersi)

HELLFIRE CLUB™

HELLFIRE CLUB

ORGANIZATION

Full name: Hellfire Club
Note: Most of the members of the Hellfire Club regard the Club as merely a social organization for the economic, political, and social elite. However, its governing board, once known as the Council of the Chosen and later as the Inner Circle (or Lords Cardinal), secretly engages in subversive activities. Recently the Inner Circle was overthrown by a new clique, the Upstarts, apparently with the clandestine support of the Circle's Black Queen, Selene.
Purpose: (Club as a whole) Social organization; (Inner Circle, Upstarts) World domination through economic and political influence
Modus operandi: Recruitment of powerful superhuman mutants (younger mutants trained at Massachusetts Academy), organization of mercenary force, other methods unrevealed
Extent of operations: United States and Western Europe, others as yet unrevealed
Relationship to conventional authorities: Not regarded by government authorities as a threat; various high government officials participate in Club's social activities
Base of operations: Shinobi Shaw's Manhattan penthouse, Hellfire Club Mansions in Manhattan and London, also Massachusetts Academy, Snow Valley, Massachusetts
Former bases of operations: Unrevealed
Major funding: Upstarts activities financed by Shinobi Shaw, Inner Circle primarily financed by the Lords Cardinal, public Club activities financed by entire membership and by substantial endowments
Known enemies: (Upstarts) X-Men, Inner Circle; (Inner Circle) X-Men, Nimrod, Upstarts, Trevor Fitzroy, New Mutants
Known allies: None

MEMBERSHIP

Number of active members: (Upstarts) Unrevealed; (Inner Circle) unrevealed; (entire club) unrevealed
Number of reserve members: Inapplicable
Organizational structure: Club activities, both public and private, have been governed by the ruling members of the Inner Circle, known as the Lords Cardinal, whose titles are named after chess pieces. Head of the Inner Circle is a King (either Black or White). In descending order of rank are Kings and Queens, followed by Bishops, and finally Rooks. The organizational structure of the Upstarts is unrevealed, except for Shinobi Shaw's rank as King.
Known officers: Shinobi Shaw (King of the Upstarts)
Known current members: Selene (Black Queen)
Known former members: (Council of the Chosen) Edward Buckman (White King,

deceased); (Inner Circle) Sebastian Shaw (Black King, deceased), Emma Frost (White Queen, apparently deceased), Harry Leland (Black Bishop, deceased), Donald Pierce (White Bishop, expelled, deceased), Selene (Black Queen), Magneto (Gray King, resigned), Phoenix I (Black Queen, resigned), Friedrich von Roehm (Black Rook, deceased), Emmanuel Da Costa (White Rook, deceased)

Note: The following were members of the Hellfire Club but were not involved in its clandestine subversive activities: Mr. and Mrs. Warren K. Worthington II (deceased), Warren K. Worthington III (Archangel, resigned), Candace "Candy" Southern (deceased), Courtney Ross (deceased), Senator Edward Kelly. Jason Wyngarde (Mastermind) applied for Inner Circle membership but was rejected.

Known special agents: Tessa, Cole (deceased), Macon (deceased), Reece (deceased), Hellions (Beef, Bevatron, Catseye, Jetstream, Roulette, Tarot [all deceased], Empath, Firestar, Thunderbird II [Warpath] [all quit])

Membership requirements: High political, economic, and/or social status; Sebastian Shaw's Inner Circle and Shinobi Shaw's Upstarts give preference for positions of power to superhuman mutants. Membership by invitation only

HISTORY

Founder: (American Hellfire Club) Sir Patrick Clemens (deceased), Diana Knight (deceased)

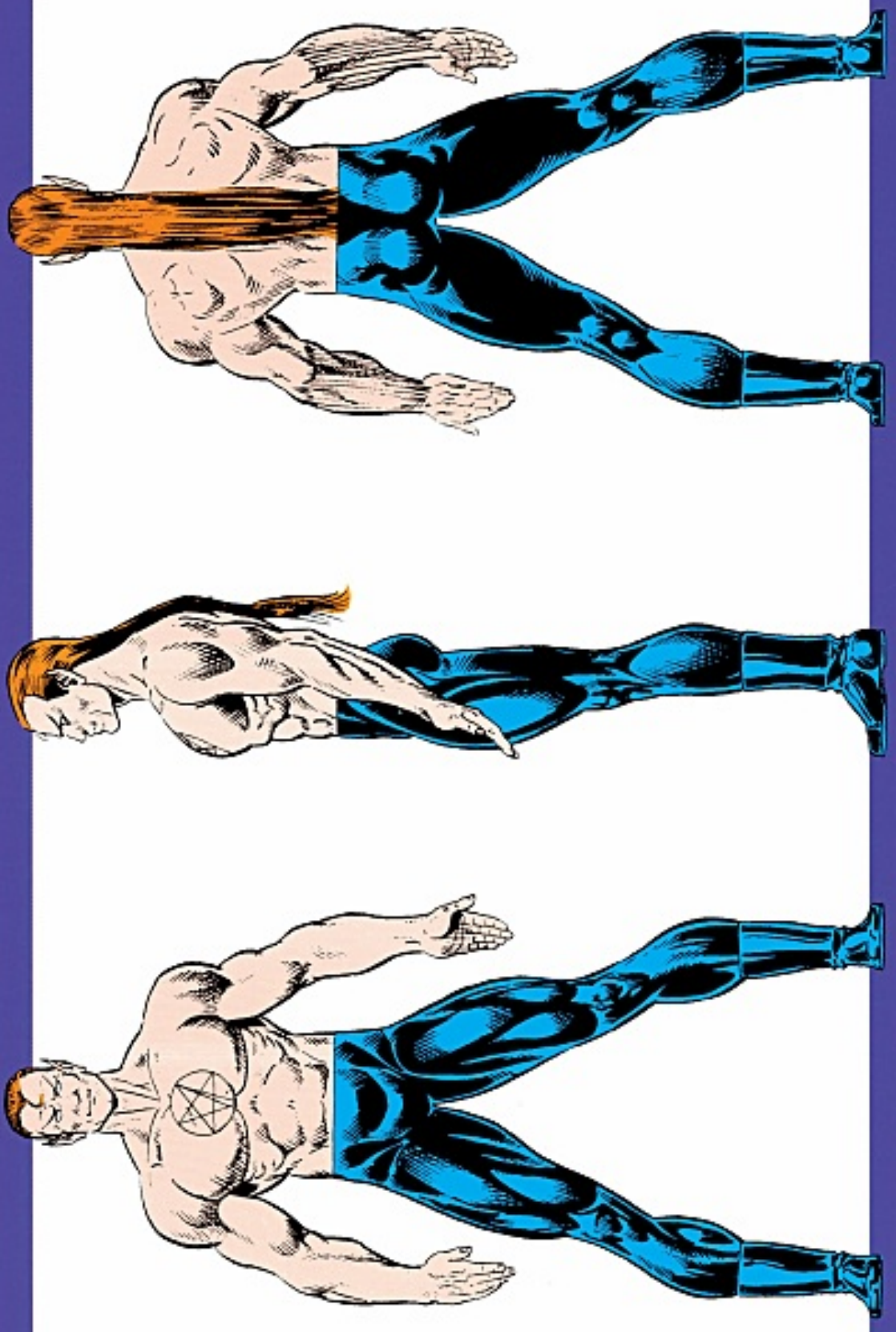
Other leaders: Edward Buckman (White King, deceased), Sebastian Shaw (Black King, deceased), Emma Frost (White Queen, apparently deceased), Magneto (Gray King, resigned), Selene (Black Queen), Shinobi Shaw (King of the Upstarts)

Previous purpose or goals: (under Buckman) Elimination of superhuman mutants

Major campaigns or accomplishments: Support of Steven Lang's reconstruction of the Sentinels, recruitment of mesmerized Phoenix I as Black Queen, takeover of X-Men's mansion headquarters, recruitment of Firestar and New Mutants into the Hellions, induction of Selene and Magneto into Inner Circle, Upstarts takeover of Inner Circle

Major setbacks: Destruction of Steven Lang's Sentinels and space station base, escape of X-Men from captivity by Emma Frost, rebellion of Black Queen I, treachery of Donald Pierce, murders of Harry Leland and Friedrich von Roehm by Nimrod, departures of New Mutants and Firestar from Hellions, overthrow of Sebastian Shaw by Shinobi Shaw, slaughter of White Queen and Hellions by Trevor Fitzroy, overthrow of Inner Circle by the Upstarts

HELLSTORM™



HELLSTORM

BIOGRAPHICAL DATA

Real name: Daimon Hellstorm
Other current aliases: Daimon Hellstrom
Former aliases: Son of Satan
Dual identity: Secret
Current occupation: Unrevealed
Former occupation: Demonologist, exorcist
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Greentown, Massachusetts
Marital status: Married
Known relatives: "Satan" (Mephisto, father), Victoria Wingate Hellstrom (mother, deceased), Satana Hellstrom (sister, deceased), Patsy Walker-Hellstrom (Hellcat, wife)
Known confidants: (former) Patsy Walker-Hellstrom, Isaac Christians (Gargoyle II), Dr. Strange
Known allies: (former) Hellcat, Ghost Rider I, Dr. Strange, the Defenders, Luke Cage, Human Torch II, the Thing, Avengers West Coast, Gabriel Rosetti
Major enemies: "Satan" (Mephisto),Asmodeus, Satannish, the Six-Fingered Hand, (former) the Miracle Man (deceased)
Usual base of operations: San Francisco, California
Former bases of operations: Greentown, Massachusetts; St. louis, Missouri; Washington, D.C.
Current group membership: None
Former group membership: Defenders
Extent of education: Advanced degree in theology, self-taught in demonology

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 180 lbs.
Eyes: Blue
Hair: Red
Other distinguishing features: Pointed ears, circled pentagram birthmark on chest

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Peak human
Speed: Peak human
Flight speed: Directed motion hovering
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Average hand-to-hand combatant
Special skills and abilities: Expert in demonology, highly experienced exorcist, some knowledge of mystic rites
Superhuman physical powers: Aside from the above listed attributes, the ability to project mystical energy in the form of "soulfire" or "hellfire" for various effects, including flight, physical transformations, and bursts of flame painful to victims through physical stimulation of the life force rather than burning
Superhuman mental powers: None known

Special limitations: None known
Source of superhuman powers: Demonic heritage

PARAPHERNALIA

Costume specifications: Alien fabric
Personal weaponry: Trident constructed of netheranium (used to project soulfire with greater power and for greater distances, and to levitate and fly)
Special weaponry: None
Other accessories: Various
Transportation: Levitation via trident; a fiery chariot drawn by three flying demonic horses
Design and manufacture of paraphernalia: "Satan"

BIBLIOGRAPHY

First appearance: (in shadows) GHOST RIDER Vol. 2 #1, (fully seen) MARVEL SPOTLIGHT Vol. 1 #12, (as Hellstorm) WEST COAST AVENGERS Vol. 2 #14
Origin issue: MARVEL SPOTLIGHT Vol. 1 #13
Significant issues: MARVEL SPOTLIGHT Vol. 1 #12 (alongside Ghost Rider I, battled Satan and Witch-Woman); GIANT-SIZE DEFENDERS #2 (alongside the Defenders, battled Asmodeus and Satannish); DEFENDERS #24-25 (alongside the Defenders, battled the Sons of the Serpent); MARVEL TEAM-UP #32 (alongside Human Torch II, battled Dryminextes); MARVEL SPOTLIGHT Vol. 1 #24 (first encountered Satana as an adult); MARVEL TWO-IN-ONE #14 (alongside the Thing, battled Kthara); GHOST RIDER Vol. 2 #17-19 (alongside Ghost Rider I, battled Challenger); SON OF SATAN #1-3 (battled Possessor II); SON OF SATAN #4 (began working at University of District of Columbia Parapsychology Department); DEFENDERS #62-63 (alongside the Defenders, battled the Hulk); DEFENDERS #94-100 (alongside the Defenders, battled the Six-Fingered Hand; taken to Hell by Satan); DEFENDERS #105 (expelled from Hell by Satan, rejoined Defenders); MARVEL TEAM-UP #126 (alongside Luke Cage, battled the Sons of Satannish); DEFENDERS #118 (battled unnamed demon who had taken his place as Daimon Hellstrom); DEFENDERS #120-121 (alongside the Defenders, battled Miracle Man; freed from his Darksoul); DEFENDERS #125 (alongside the Defenders, battled MAd-Dog and Mutant Force; married Patsy Walker); DEFENDERS #147 (alongside the Defenders, Cutlass, Typhoon, and Hannibal King, battled Minerva Bannister); WEST COAST AVENGERS Vol. 2 #14-15 (alongside Hellcat and Avengers West Coast, battled Master Pandemonium, Allatou, and the cat-People); WEST COAST AVENGERS Vol. 2 #41 (exorcised Lincoln Slade's spirit from Hamilton Slade's body; alongside Avengers West Coast, battled Seth's forces); HELLSTORM #1 (battled the Black School)

HEPZIBAH™

HEPZIBAH

BIOGRAPHICAL DATA

Real name: Unrevealed (Hepzibah's true name is expressed by the members of her Mephitisoid race through a combination of pheromone odors
Other current aliases: Mam'selle Hepzibah
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of Hepzibah's existence
Current occupation: Adventurer
Former occupation: Space pirate, freedom fighter
Citizenship: Planet Tryl'sart, Shi'ar Empire
Legal status: Criminal record in the Shi'ar Empire, pardoned by Majestrix Lilandra
Place of birth: Planet Tryl'sart, Shi'ar Galaxy
Marital status: Single
Known relatives: None
Known confidants: Corsair, (former) Raza
Known allies: Starjammers, Professor X, Lilandra, the X-Men, Excalibur
Major enemies: The Brood, Warskrulls, (former) Deathbird, D'Ken Neramani, Imperial Guard, Lord Samedar, the Shi'ar Empire, Vision, Wonder Man
Usual base of operations: The *HMSS Starjammer* (starship), mobile primarily in the Shi'ar Galaxy
Former bases of operations: Planet Tryl'sart, Shi'ar Empire; later the prison planet Alsibar, Shi'ar Empire
Current group membership: Starjammers
Former group membership: None known
Extent of education: Unrevealed, has received considerable armed and unarmed combat training from various sources

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 120 lbs.
Eyes: Green irises, yellow corneas
Hair: Black and white
Other distinguishing features: Like all Mephitisoids, Hepzibah is covered with black and white fur like that of an Earth skunk, has pointed ears like a cat's and a large, bushy tail like a skunk's. She also possesses sharp, retractable claws like a cat's.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combatant, trained in various forms of combat known in the Shi'ar Galaxy; brilliant marksman (with various forms of Shi'ar weaponry)
Special skills and abilities: Highly skilled

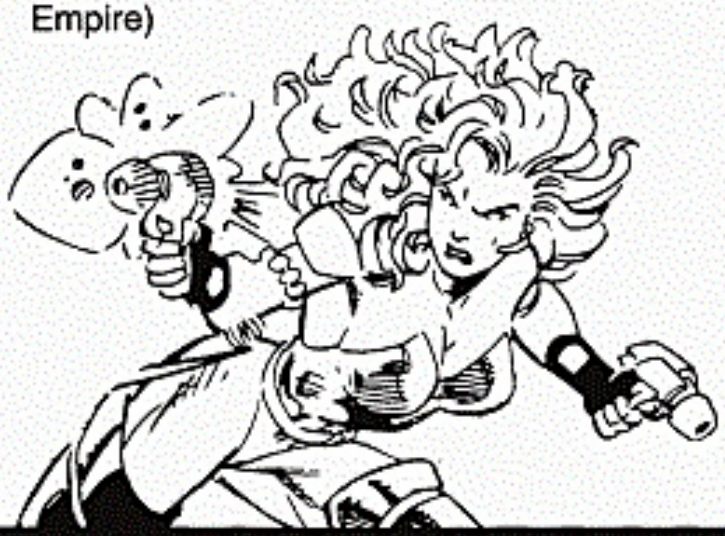
in acrobatics
Superhuman physical powers: Aside from the above listed attributes, Hepzibah possesses superhumanly acute night vision and sense of smell; Mephitisoids can apparently emit specific pheromone combinations at will.
Superhuman mental powers: None
Special limitations: None known
Source of superhuman powers: Natural attributes of her Mephitisoid race

PARAPHERNALIA

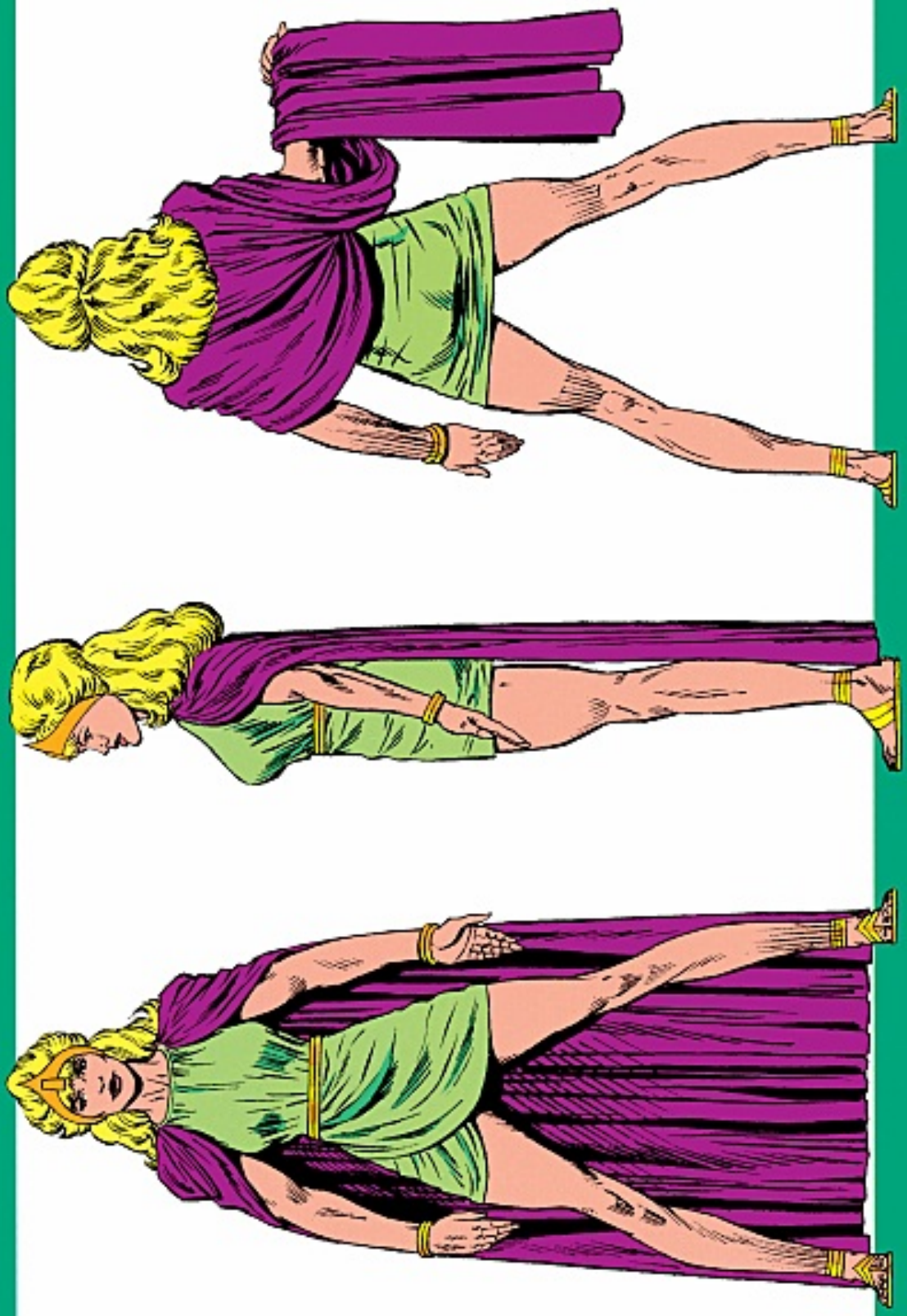
Costume specifications: Shi'ar fabrics
Personal weaponry: Shi'ar energy guns
Special weaponry: None known
Other accessories: None known
Transportation: *HMSS Starjammer* (transight battle-dreadnought from the imperial Shi'ar intergalactic fleet)
Design and manufacture of paraphernalia: Shi'ar craftsmen and technicians

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #107
Origin issue: CLASSIC X-MEN #15
Significant issues: X-MEN Vol. 1 #107 (with Starjammers, came to aid of X-Men against D'Ken's Imperial Guard); UNCANNY X-MEN #156 (with other Starjammers, fought off alien attack on the *Starjammer*); UNCANNY X-MEN #157-158 (helped save Wolverine's life in outer space; engaged in mock combat with Carol Danvers); NEW MUTANTS #50 (with Starjammers, aided New Mutants in combat against Magus II); CLASSIC X-MEN #15 (flashback to first meeting with Corsair on prison world of Alsibar); X-MEN SPOTLIGHT ON: STARJAMMERS #1-2 (together with Ch'od, sought "map-rod" holding information on the location of "Phalkon" power source, actually Phoenix III; was attacked along with other Starjammers by Deathbird's Shi'ar starships; with other Starjammers, first met and fought Excalibur on Earth and aided rebellion against Deathbird on a Shi'ar border world); UNCANNY X-MEN #275-277 (captured by Warskrulls, impersonated by one of them, freed by X-Men); WONDER MAN #8 (battled Wonder Man and the Vision while escorting the Shi'ar nega-bomb to Kree Empire); AVENGERS #350-351 (with Raza, accepted assignment from former Kree admiral to kill Black Knight III, with Starjammers visited Avengers and Binary on Earth, thwarted in attempt to poison Black Knight III; plan foiled, returned with Starjammers to Shi'ar Empire)



HERA™



HERA

BIOGRAPHICAL DATA

Real name: Hera
Other current aliases: Juno
Former aliases: None known
Dual identity: None in Olympus, believed to be a mythological character by the general populace of present-day Earth
Current occupation: Queen of the Olympian gods
Former occupation: Member of Zeus's rebellion against Chronus and the Titans
Citizenship: Olympus
Legal status: No criminal record
Place of birth: The island of Samos
Marital status: Married
Known relatives: Ouranos (grandfather, deceased), Gaea (grandmother), Cronus (father), Rhea (mother), Zeus (husband /brother), Pluto, Neptune (brothers), Demeter, Hestia (sisters), Ares, Hephaestus (sons), Eris, Hebe (daughter), Hercules, Apollo, Dionysus, Hermes (stepsons), Artemis, Athena, Venus (stepdaughters)
Known confidants: Ares
Known allies: Olympian gods, (former) Avengers
Major enemies: Hercules, Typhon, (former) Cronus and the Titans, Typhoeus
Usual base of operations: Olympus
Former bases of operations: Cnossus, Crete
Current group membership: Pantheon (high council) of the gods of Olympus
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 435 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 25
Speed: Superhuman
Stamina: Godlike
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Fair hand-to-hand combatant
Special skills and abilities: Cunning strategist
Superhuman physical powers: In addition to the above listed physical abilities, Hera possesses virtual immortality
Superhuman mental powers: None known
Special limitations: None
Source of superhuman powers: Hera is a member of the race of superhumans known as the gods of Olympus.

PARAPHERNALIA

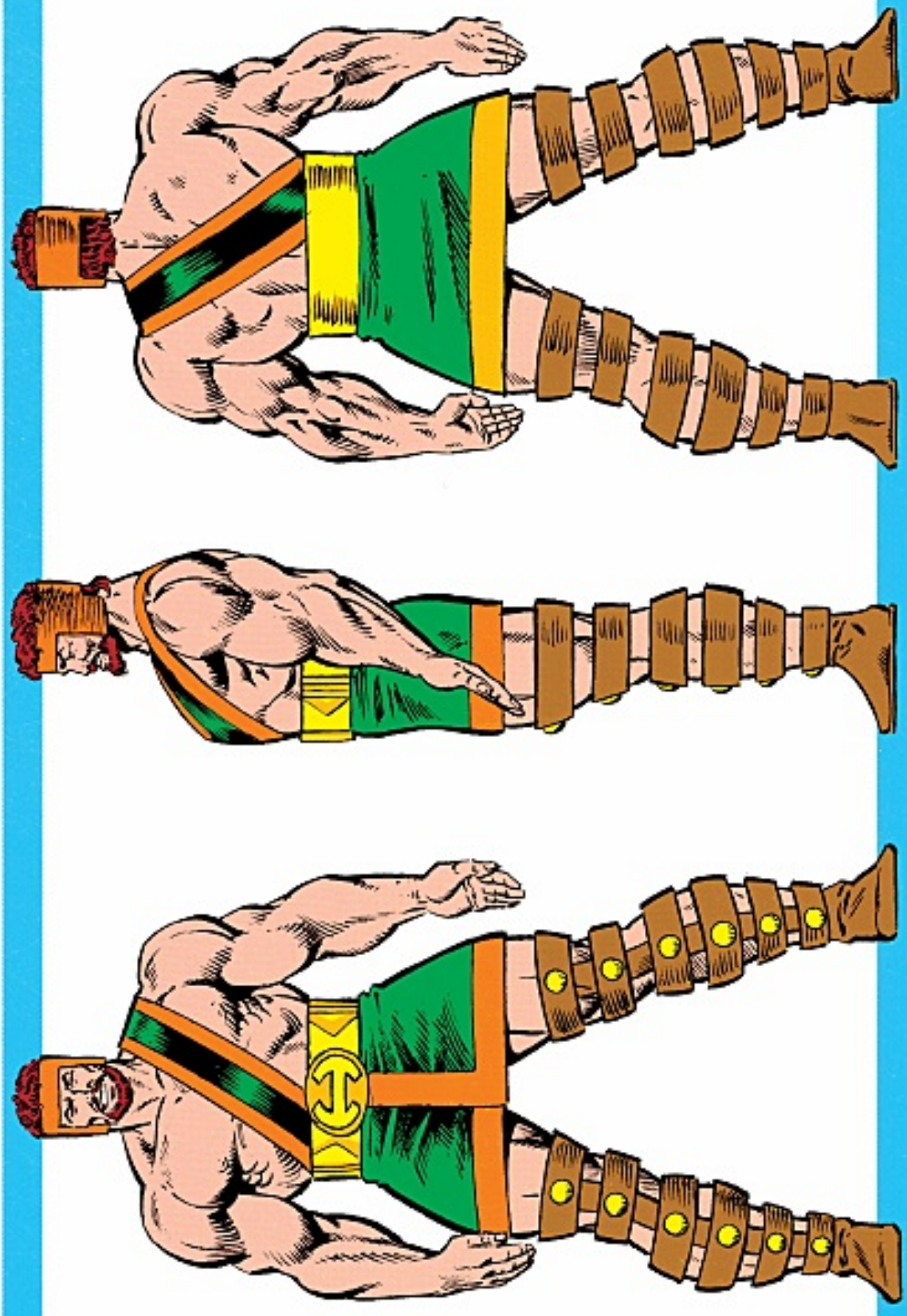
Costume specifications: Olympian materials in a classical Greco-Roman style
Personal weaponry: None

Special weaponry: None
Other accessories: None
Transportation: Mystical chariots drawn by magical horses capable of flight and traversing the dimensions
Design and manufacture of paraphernalia: Cyclopes, Hephaestus

BLIOGRAPHY

First appearance: THOR #129
Origin issue: Hera's origin is as yet unrevealed.
Significant issues: THOR ANNUAL #5 (present at time of pact made a millennia ago to end war between Asgard and Olympus); THOR ANNUAL #8 (present during Trojan War); AVENGERS #284-285 (sought to aid Avengers in Olympus against wrath of Zeus); AVENGERS #349 (challenged Ares to contest to see who could cause Hercules more sorrow, began plot against him concerning his growing love for the mortal Taylor Madison)
Note: An alternate future has been depicted in HERCULES Vol. 2 #1-4 in which Hera and other Olympians, except for Hercules, leave their current plane of existence in the 23rd century so that Hercules may father a new race of gods. Whether Hera and the Olympian gods will come to such an end in what becomes the "mainstream" future is as yet unrevealed.

HERCULES™



HERCULES

BIOGRAPHICAL DATA

Real name: Heracles (Hercules is the Latin form of his ancient Greek name)
Other current aliases: Harry Cleese
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Movie actor
Citizenship: Olympus; provisional United States citizenship due to his Avengers status
Legal status: No criminal record
Place of birth: Thebes, Greece
Marital status: Formerly married to Deianeira (deceased); married to the goddess Hebe (separated)
Known relatives: Zeus (father), Alcmena (mother, deceased), Gaea (great-grandmother), Ouranos (great-grandfather), Chronos I (Saturn, grandfather), Rhea (grandmother), Amphytrion (foster father, deceased), Iphicles (half-brother, deceased), Neptune (Poseidon) and Pluto (uncles), Hera, Demeter, Hestia (aunts), Ares, Apollo, Dionysus, Hermes, Hephaestus (half-brothers), Venus (Aphrodite), Athena, Artemis (half-sisters), Deianeira (wife, deceased), Hebe (wife)
Known confidants: Thor, Black Widow
Known allies: The Avengers, Thor, Sub-Mariner, Magma, Gods of Olympus, Venus, Prometheus I; (former) Champions of Los Angeles, Theseus, Argonauts
Major enemies: Ares, Pluto, Typhon, Hippolyta, Masters of Evil IV, Wrecking Crew, Huntsman of Olympus, Enchantress, Dweller in Darkness
Usual base of operations: Olympus; Avengers New York Headquarters
Former bases of operations: Ancient Greece; Avengers Mansion, New York City; Champions headquarters, Los Angeles
Current group membership: Gods of Olympus, Avengers
Former group membership: Argonauts, Champions of Los Angeles, Defenders
Extent of education: Educated by tutors employed by his foster father

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 325 lbs.
Eyes: Blue
Hair: Dark brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Incalculable
Speed: Superhuman
Stamina: Godlike
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Extraordinary hand-to-hand combatant, trained in the combat skills of ancient Greece
Special skills and abilities: Extraordinarily gifted archer
Superhuman physical powers: In addi-

tion to the above listed physical abilities, Hercules possesses virtual immortality.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Hercules is a member of the race of superhumans known as the gods of Olympus.

PARAPHERNALIA

Costume specifications: Olympian materials
Personal weaponry: The "Golden Mace," made of enchanted adamantine, which is virtually indestructable
Special weaponry: Before attaining godhood, Hercules employed arrows dipped in the lethal blood of the Lernaen Hydra.
Other accessories: Before attaining godhood, Hercules wore the virtually indestructable hide of the Nemean Lion.
Transportation: A chariot drawn by enchanted Olympian horses, which can fly through space and into other dimensions
Design and manufacture of paraphernalia: Hephaestus

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY ANNUAL #1
Origin issue: Hercules' origin is as yet undepicted.
Significant issues: JOURNEY INTO MYSTERY ANNUAL #1 (battled Thor in Olympus); THOR #126 (defeated Thor in battle on Earth); THOR #127-131 (unwittingly signed "Olympian contract" making himself Pluto's slave, was rescued from Pluto's netherworld by Thor); AVENGERS #38 (tricked into battling Avengers by Enchantress, exiled to Earth by Zeus); AVENGERS #50 (defeated Typhon, rescuing Olympian gods, left Avengers); AVENGERS #99-100 (captured by Ares' minions; rescued by Avengers on Olympus); THOR #221, 222-223 (battled Thor in Olympus; contended with Pluto and Ares); THOR #224-225 (with Thor, battled the Destroyer; battled Firelord); THOR #227-228 (journeyed with Thor to Ego the Living Planet); THOR #229-230 (menaced by the "Great Fear," actually the Dweller in Darkness); CHAMPIONS #1-3 (joined Champions, was aided by them in battle against Pluto, Ares, Hippolyta, Huntsman); THOR ANNUAL #5 (clashed with Thor during Asgardian-Olympian war); AVENGERS #249, THOR #350-352 (aided in battle against Surtur's legions invasion of New York City); AVENGERS #261, 265 (clashed with Beyonder); AVENGERS #274 (beaten nearly to death by the Masters of Evil IV); AVENGERS #284-285 (awakened from coma by Prometheus, but was temporarily insane; fought Avengers, restored to sanity by Dr. Druid); AVENGERS ANNUAL #17 (defeated High Evolutionary, mutated "beyond godhood"); THOR #407 (returned to previous godly form)

HERCULES™

HERCULES

BIOGRAPHICAL DATA

Real name: Heracles (Hercules is the Latin form of his ancient Greek name)
Other current aliases: Harry Cleese
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Movie actor
Citizenship: Olympus; provisional United States citizenship due to his Avengers status
Legal status: No criminal record
Place of birth: Thebes, Greece
Marital status: Formerly married to Deianeira (deceased); married to the goddess Hebe (separated)
Known relatives: Zeus (father), Alcmena (mother, deceased), Gaea (great-grandmother), Ouranos (great-grandfather), Chronos I (Saturn, grandfather), Rhea (grandmother), Amphytrion (foster father, deceased), Iphicles (half-brother, deceased), Neptune and Pluto (uncles), Hera, Demeter, Hestia (aunts), Ares, Apollo, Dionysus, Hermes, Hephaestus (half-brothers), Venus (Aphrodite), Athena, Artemis (half-sisters), Deianeira (wife, deceased), Hebe (wife)
Known confidants: Thor, Black Widow, Taylor Madison
Known allies: Avengers, Thor, Sub-Mariner, Magma, Gods of Olympus, Venus, Prometheus I; (former) Champions of Los Angeles, Theseus, Argonauts
Major enemies: Ares, Pluto, Typhon, Hippolyta, Masters of Evil IV, Wrecking Crew, Huntsman of Olympus, Enchantress, Dweller in Darkness (former) Nessus, Hera, Nemean Lion, Hydra, Erymanthian Boar, Stymphalian Birds, Geryon, dragon of the Hesperides, Cerberus, Amazons
Usual base of operations: Olympus; Avengers New York Headquarters
Former bases of operations: Ancient Greece; Avengers Mansion, New York City; Champions headquarters, Los Angeles
Current group membership: Gods of Olympus, Avengers (East Coast)
Former group membership: Argonauts, Champions of Los Angeles, Defenders
Extent of education: Educated by tutors employed by his foster father, Amphitryon

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 325 lbs.
Eyes: Blue
Hair: Dark brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Incalculable
Speed: Superhuman
Stamina: Godlike
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman

Fighting skills: Extraordinary hand-to-hand combatant, trained in the combat skills of ancient Greece
Special skills and abilities: Extraordinarily gifted archer
Superhuman physical powers: Aside from the above listed attributes, virtual immortality.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Member of the race of superhumans known as the gods of Olympus.

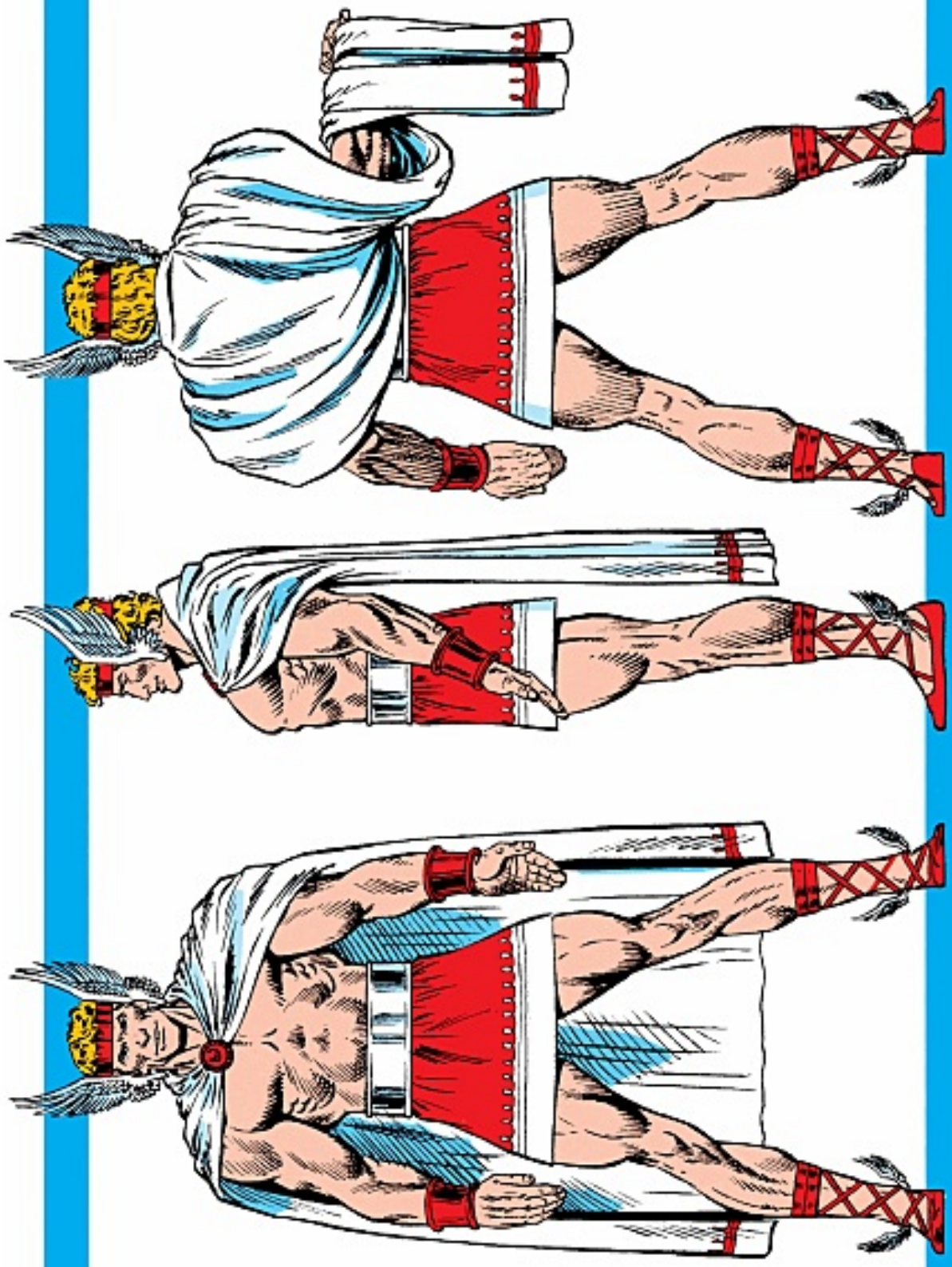
PARAPHERNALIA

Costume specifications: Battle armor of unrevealed composition
Personal weaponry: The "Golden Mace," made of enchanted adamantine, which is virtually indestructible
Special weaponry: Before attaining godhood, Hercules employed arrows dipped in the lethal blood of the Lernaean Hydra.
Other accessories: Before attaining godhood, Hercules wore the virtually indestructible hide of the Nemean Lion.
Transportation: A chariot drawn by enchanted Olympian horses, which can fly through space and into other dimensions
Design and manufacture of paraphernalia: Hephaestus

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY ANNUAL #1
Origin issue: Hercules' origin is as yet unrevealed.
Significant issues: JOURNEY INTO MYSTERY ANNUAL #1 (battled Thor in Olympus); THOR #126 (defeated Thor in battle on Earth); THOR #127-131 (unwittingly signed "Olympian contract" making himself Pluto's slave, was rescued from Pluto's netherworld by Thor); AVENGERS #99-100 (captured by Ares' minions; rescued by Avengers on Olympus); THOR #221, 222-223 (battled Thor in Olympus; contended with Pluto and Ares); THOR #224-225 (with Thor, battled the Destroyer; battled Firelord); THOR #227-228 (journeyed with Thor to Ego the Living Planet); THOR #229-230 (menaced by the "Great Fear," actually the Dweller in Darkness); CHAMPIONS #1-3 (joined Champions, was aided by them in battle against Pluto, Ares, Hippolyta, Huntsman); AVENGERS #249, THOR #350-352 (aided in battle against Surtur's legions invasion of New York City); AVENGERS #274 (beaten nearly to death by the Masters of Evil IV); AVENGERS #284-285 (awakened from coma by Prometheus, but was temporarily insane; fought Avengers, restored to sanity by Dr. Druid); AVENGERS ANNUAL #17 (defeated High Evolutionary, mutated "beyond godhood"); THOR #407 (returned to previous godly form); THOR #408 (first assumed secret identity "Harry Cleese"); NEW MUTANTS #81 (met his worshipper Magma)

HERMES.



HERMES

BIOGRAPHICAL DATA

Real name: Hermes
Other current aliases: Mercury (his Roman name)
Former aliases: Cyllenius
Dual identity: None in Olympus, believed to be a mythological character by the general populace of present-day Earth
Current occupation: Herald of Zeus; god of commerce, travel, and thieves
Former occupation: None
Citizenship: Olympus
Legal status: No criminal record
Place of birth: Mount Cyllene, Arcadia, Greece
Marital status: Single
Known relatives: Zeus (father), Maia (mother), Pan (son), Apollo, Hercules, Ares, Dionysus, Hephaestus (half-brothers), Athena, Artemis, Venus (half-sisters), Neptune, Pluto (uncles), Hera, Demeter, Vesta (aunts), Cupid (nephew), Cronos I, Atlas (grandfathers), Rhea (grandmother), Ouranos (great-grandfather), Gaea (great-grandmother)
Known confidants: None
Known allies: Hercules, Olympian gods
Major enemies: Ares, Typhon, Pluto, Demogorge
Usual base of operations: Olympus
Former bases of operations: None
Current group membership: Pantheon of the gods of Olympus
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 520 lbs.
Eyes: Blue
Hair: Reddish-blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Supersonic
Flight speed: Sub-light speed
Stamina: Godlike
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Extraordinary hand-to-hand combatant, especially at wrestling
Special skills and abilities: Expert thief, skilled musician, adept at any pursuit requiring swiftness and dexterity
Superhuman physical powers: In addition to the above listed physical abilities, Hermes possesses virtual immortality.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Hermes is a member of the race of superhumans known as the gods of Olympus.

PARAPHERNALIA

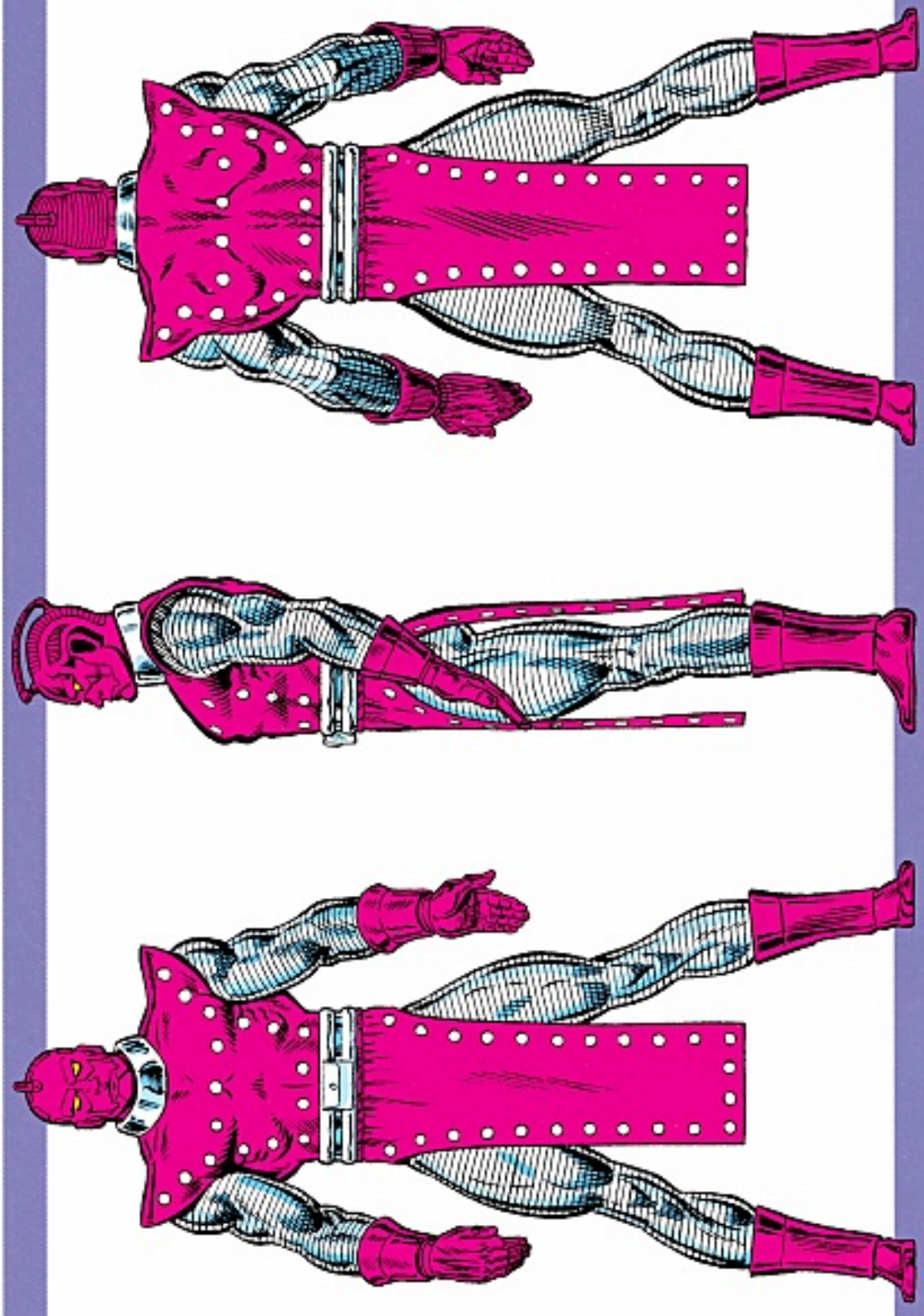
Costume specifications: Olympian materials

Personal weaponry: A short sword
Special weaponry: None
Other accessories: A caduceus (a magical device capable of controlling lesser beings and turning objects into gold)
Transportation: Running or flight under own power
Note: Some texts erroneously depict Hermes driving the horse-drawn flying chariot of his half-brother, Apollo.
Design and manufacture of paraphernalia: (sword) Hephaestus, (caduceus) Apollo

BIBLIOGRAPHY

First appearance: THOR #129
Origin issue: Hermes' origin is as yet unrevealed.
Significant issues: THOR #129 (departed Olympus on unknown mission); THOR #291-292 (alongside fellow Olympians, attacked the Eternals at behest of Zeus and Odin; battled Makkari); THOR #301 (role as messenger of the goddesses in creation of the Young Gods revealed; present when Zeus granted power to Thor to help resurrect the Asgardian gods); BIZARRE ADVENTURES #32 (appointed Jules Keene god of luck); AVENGERS #279 (abducted injured Hercules from New York hospital); AVENGERS #281, 284-285 (alongside fellow Olympians, battled the Avengers at Zeus's behest, forbidden to set foot on Earth by Zeus); SENSATIONAL SHE-HULK #36 (brought Cupid a message from Venus)
Note: An alternate future has been depicted in HERCULES Vol. 2 #1-4 in which Hermes and other Olympians, except Hercules, leave their current plane of existence in the 23rd century so that Hercules may father a new race of gods. Whether Hermes and the Olympian gods will come to such an end in what becomes the "mainstream" future is as yet unknown.

HIGH EVOLUTIONARY™



HIGH EVOLUTIONARY

BIOGRAPHICAL DATA

Real name: Herbert Edgar Wyndham
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Geneticist
Former occupation: None
Citizenship: United Kingdom
Legal status: No criminal record
Place of birth: Manchester, England
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Jonathan Drew, the Knights of Wundagore, Thor, Adam Warlock, Mongoose, the New Immortals
Major enemies: Chthon, the Man-Beast, Galactus, the Beyonders, Stellaris, the Avengers
Usual base of operations: Mobile throughout the universe
Former bases of operations: Wundagore Mountain, Transia, Earth; planet Wundagore II; a satellite in Earth orbit
Current group membership: Mentor of the New Immortals
Former group membership: Founder of the Knights of Wundagore, commander of the Purifiers, Eliminators, Gatherers, and Sensors
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 200 lbs. (without armor)
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Superhuman intellect
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: Master geneticist, brilliant theoretician
Superhuman physical powers: None
Superhuman mental powers: A highly evolved brain which has been heightened to limit of human potential, which has allowed him to commit to memory all recorded human knowledge, and which gives him vast psionic powers of unknown extent, including the ability to rearrange matter
Special limitations: None
Source of superhuman powers: Evolution to the peak of human potential by his genetic accelerator

PARAPHERNALIA

Costume specifications: Body armor, including microcircuitry containing his complete genetic information and thus capable of restoring him to life in the event of his death
Personal weaponry: None
Special weaponry: None

Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Herbert Edgar Wyndham

BIBLIOGRAPHY

First appearance: THOR #134
Origin issue: THOR #135, X-FACTOR ANNUAL #3, PUNISHER ANNUAL #1, SILVER SURFER ANNUAL #1, FANTASTIC FOUR ANNUAL #21, AMAZING SPIDER-MAN ANNUAL #22
Significant issues: X-FACTOR ANNUAL #3 (received blueprints of human DNA from unknown being); PUNISHER ANNUAL #1 (evolved dog to intelligence of a chimpanzee, began working with Jonathan Drew); SILVER SURFER ANNUAL #1 (given Subterranean Moloids to assist in genetic research); FANTASTIC FOUR ANNUAL #21 (created protective armor); THOR #135/AMAZING SPIDER-MAN ANNUAL #22 (created the first New Men, creatures evolved from animals by his genetic accelerator; learned of Chthon from Magnus); AVENGERS #186/WEB OF SPIDER-MAN ANNUAL #4 (gave infants Wanda and Pietro into care of gypsies Django and Marya Maximoff); THOR #134-135 (alongside Thor, battled the Man-Beast, and his evil New Men); TALES TO ASTONISH #94-96 (recruited the Hulk to battle a revolt of his New Men on Wundagore II; evolved himself into godlike being; devolved surviving New Men); MARVEL PREMIERE #1-2/WARLOCK #1 (turned to human form; created Counter-Earth, a duplicate of Earth on the far side of the sun; saw his creation corrupted by the Man-Beast; sent Adam Warlock [formerly Him] to battle Man-Beast's influence); WARLOCK #3, 5, 8 (aided Adam Warlock against Man-Beast and his agents); FANTASTIC FOUR #172-175 (aided the Fantastic Four in protecting Counter-Earth from Galactus); MARVEL TWO-IN-ONE #62-63 (discovered the disappearance of Counter-Earth; alongside the Thing, Alicia Masters, Starhawk, Moondragon, and Her, journeyed to the world of the Beyonders, who had stolen Counter-Earth and considered it a mere curiosity); INCREDIBLE HULK #266 (driven insane by contemplation of the Beyonders' power, used the Hulk in attempt to commit suicide); PUNISHER ANNUAL #1/SILVER SURFER ANNUAL #1/NEW MUTANTS ANNUAL #4/FANTASTIC FOUR ANNUAL #21/AMAZING SPIDER-MAN ANNUAL #22/X-MEN ANNUAL #3/WEB OF SPIDER-MAN ANNUAL #4/WEST COAST AVENGERS ANNUAL #3/SPECTACULAR SPIDER-MAN ANNUAL #8/AVENGERS ANNUAL #17 (plotted to evolve all of mankind in the "Evolutionary War," eventually thwarted by reserve Avengers; with Hercules, evolved to the point of discorporation); THOR #406-408 (with Hercules, discovered to have become part of the Black Galaxy, returned to human form, returned to space with the Knights of Wundagore); THOR #419-425 (created New Immortals, witnessed birth of a Celestial)

HOBGOBLIN™

HOBGOBLIN

BIOGRAPHICAL DATA

Real name: (I) Edward "Ned" Leeds, (II) Jason Philip Macendale Jr.
Other current aliases: None
Former aliases : (I) None, (II) Jack O' Lantern
Dual identity: (I, II) Secret
Occupation at time of death: (I) Reporter, Professional criminal
Current occupation: (II) Professional criminal
Former occupation: (II) Mercenary, freelance terrorist/assassin
Citizenship: (I) United States of America, (II) Revoked by United States when he enlisted in a foreign army
Legal status: (I) No criminal record, (II) Unknown
Place of birth: (I) Unrevealed, (II) Boston, Massachusetts
Place of death: (I) West Germany
Cause of death: (I) Throat was cut
Marital status: (I) Married, (II) Divorced
Known relatives: (I) Betty Brant Leeds (wife), (II) None
Known confidants: (I) None, (II) Adam (child, last name unknown)
Known allies: (I) The Rose, (II) Sinister Six II
Major enemies: (I, II) Spider-Man
Base of operations: (I, II) New York City
Former bases of operations: (II) Mobile
Current group membership: (I) None, (II) The Sinister Six II
Former group membership: (I, II) None
Extent of education: (I) Bachelor of Arts degree in Journalism, (II) Masters degrees in electrical engineering and physics

PHYSICAL DESCRIPTION

Height: (I) 5' 11", (II) 6' 1"
Weight: (I) 205 lbs., (II) 210 lbs.
Eyes: (I) Blue, (II) Red
Hair: (I) Brown, (II) Black
Other distinguishing features: Hobgoblin II was transformed by the demon N'Astirh to resemble a real hobgoblin.

POWERS AND ABILITIES

Intelligence: (I) Normal, (II) Gifted
Strength: (I, II) Superhuman Class 10
Speed: (I, II) Superhuman
Stamina: (I) Superhuman, (II) Metahuman
Durability: (I) Enhanced human, (II) Enhanced human regenerative
Agility: (I, II) Enhanced human
Reflexes: (I, II) Enhanced human
Fighting skills: (I) None, (II) Militarily trained in of hand-to-hand combat
Special skills and abilities: (I) Master of deductive reasoning and investigation, (II) CIA sponsored aircraft training
Superhuman physical powers: (I) Superhuman strength and stamina, (II) Superhuman strength and speed as well as many supernatural and demonic abilities
Superhuman mental powers: None

Special limitations: None
Source of superhuman powers: (I) Chemical solution devised by Norman Osborn, (II) Magic

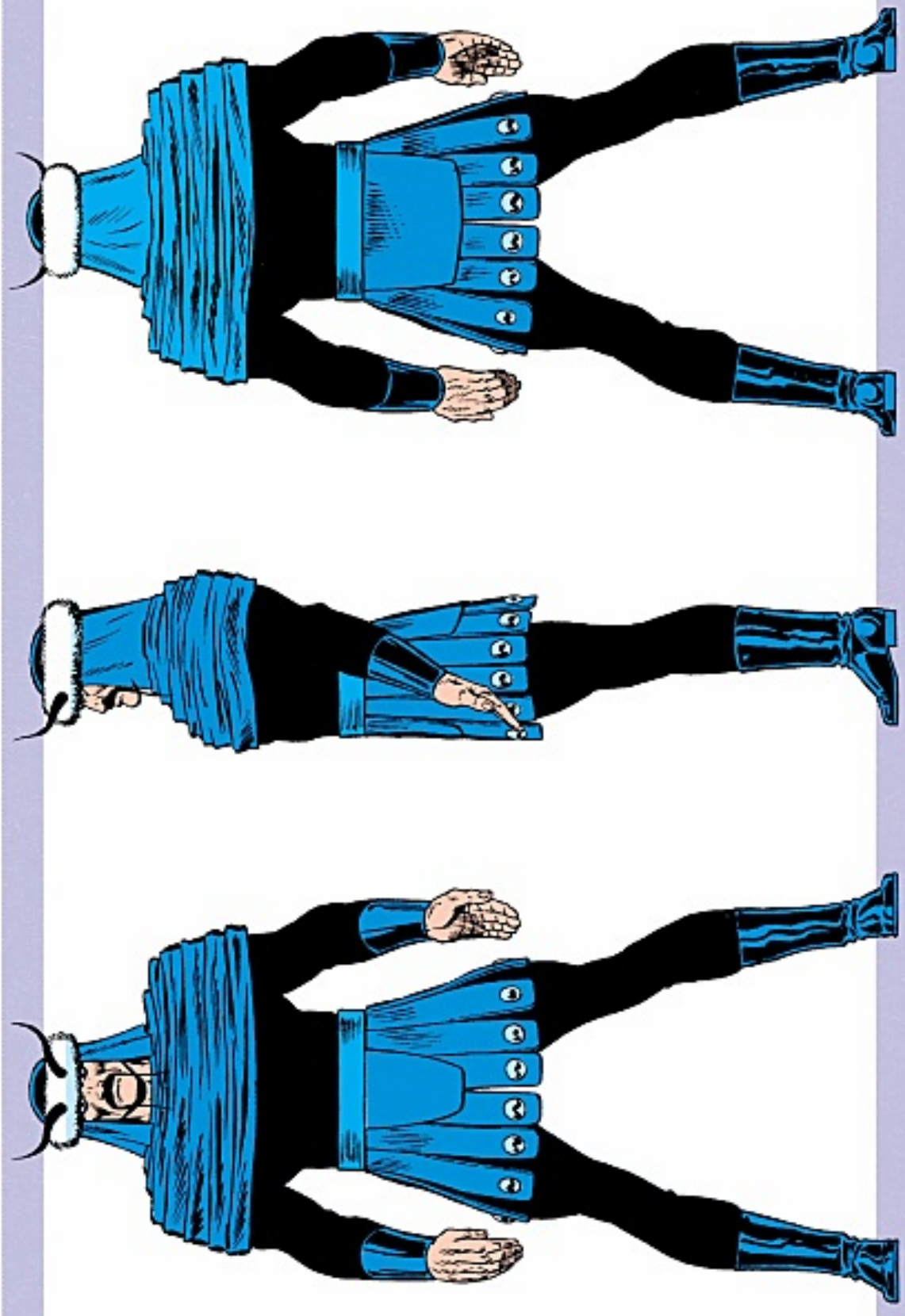
PARAPHERNALIA

Costume specifications: Bulletproof mail with overlapping tunic, cape and cowl
Personal weaponry: Concussion and incendiary Jack O'Lanterns, wraith-shaped smoke and gas-emitting bombs, bat shaped razor-edged throwing blades, gloves woven with micro-circuited power conducting filaments which chan-nel pulsed discharges of electricity
Special weaponry: Various
Other accessories: (I, II) Shoulder bag to carry small, portable weaponry
Transportation: (I, II) One-man miniature turbo-fan powered vertical thrust, cybernetically-controlled "goblin glider", capable of speeds up to 90 miles per hour, heavily armored battled van
Design and manufacture of paraphernalia: Norman Osborn

BIBLIOGRAPHY

First appearance: (I, as Leeds) AMAZING SPIDER-MAN #18,(as Hobgoblin) AMAZING SPIDER-MAN #238, (II, as Jack O'Lantern) MACHINE MAN #19, (as Hobgoblin II) AMAZING SPIDER-MAN #289
Origin issue: (I) AMAZING SPIDER-MAN #238, 289, (II) MACHINE MAN #19, AMAZING SPIDER-MAN #289
Significant issues: AMAZING SPIDER-MAN #238 (discovered warehouses used by Green Goblin); AMAZING SPIDER-MAN #239 (encountered Spider-Man); AMAZING SPIDER-MAN #244 (underling, Lefty Donovan, encountered Spider-Man as the Hobgoblin, killed by the real Hobgoblin); SPECTACULAR SPIDER-MAN #85 (modified formula, granting him superhuman strength, battled Spider-Man and Black Cat); AMAZING SPIDER-MAN #261 (kidnaped Harry Osborn; battled Osborn who used his father's weaponry against him); AMAZING SPIDER-MAN #276 (framed Flash Thompson as being the Hobgoblin); AMAZING SPIDER-MAN #281 (battled Jack O'Lantern); AMAZING SPIDER-MAN #283-285 (participated in massive gang-war for criminal control of New York City); SPECTACULAR SPIDER-MAN #130 (poisoned Harry Osborn and Spider-Man); SPIDER-MAN VS. WOLVERINE #1 (killed by the Foreigner's mercenaries); SPECTACULAR SPIDER-MAN #56 (II, encountered Spider-Man as Jack O'Lantern); AMAZING SPIDER-MAN #254 (tried to hijack Hobgoblin I's van as Jack O'Lantern); AMAZING SPIDER-MAN #289 (donned Hobgoblin uniform); SPECTACULAR SPIDER-MAN #147 (transformed by N'Astirh); SPECTACULAR SPIDER-MAN #161 (battled Spider-Man, Puma, and Tombstone); DARKHAWK #2-3 (battled Spider-Man and Darkhawk)

HOGUN THE GRIM™



HOGUN THE GRIM

BIOGRAPHICAL DATA

Real name: Hogun
Other current aliases: Hogun the Grim
Former aliases: None
Dual identity: None; the general populace of Earth is aware of Hogun's existence but does not acknowledge his godhood.
Current occupation: Warrior of Asgard, adventurer
Former occupation: Same
Citizenship: Realm of Asgard
Legal status: No criminal record
Place of birth: An unnamed land in the Asgardian dimension
Marital status: Single
Known relatives: None
Known confidants: Fandral, Volstagg, Balder, Thor, Hildegard
Known allies: Thor, Fandral, Volstagg, Balder, Odin, Sif, Heimdall
Major enemies: Loki, Fafnir, Surtur, Mangog, Ymir, Seth
Usual base of operations: Asgard
Former bases of operations: None
Current group membership: The Warriors Three
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 670 lbs.
Eyes: Grey-blue
Hair: Back
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Superb hand-to-hand combatant and horseman; master of most Asgardian weapons, especially the mace
Special skills and abilities: Some medical knowledge
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Hogun is a member of the race of superhumans known as Asgardians.

PARAPHERNALIA

Costume specifications: Asgardian fabric
Personal weaponry: Mace
Special weaponry: Sword
Other accessories: The Elixir of Recovery, an Asgardian medical potion
Transportation: Horse, Asgardian Starjammer
Design and manufacture of paraphe-

nalia: Forges of Asgard

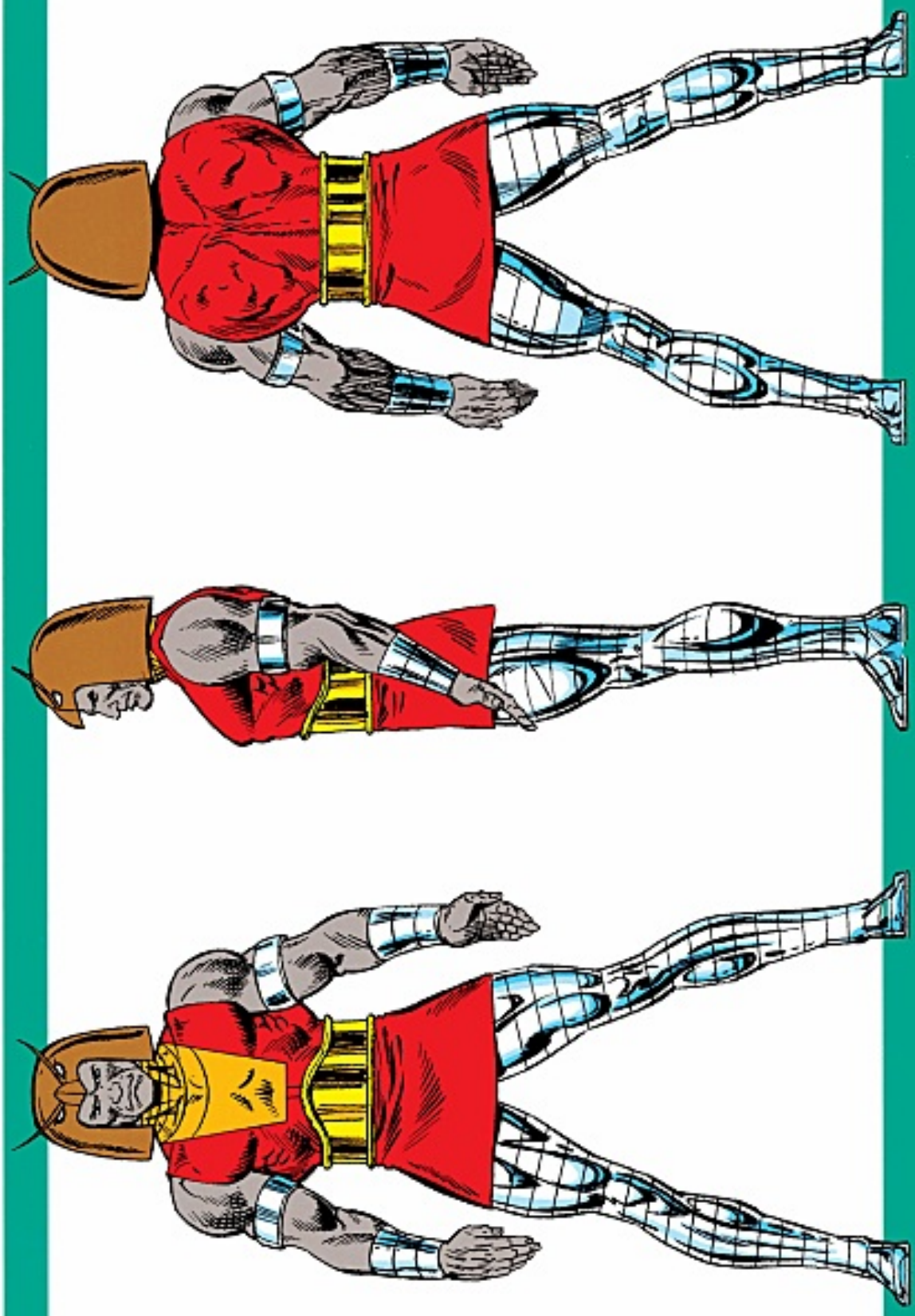
BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #119

Origin issue: Hogun's origin is as yet unrevealed.

Significant issues: JOURNEY INTO MYSTERY #119 (joined quest for the power that had cracked the Oversword of Asgard); JOURNEY INTO MYSTERY #122 (helped quell mutiny led by Loki); JOURNEY INTO MYSTERY #124-125 (helped repel attack of Flying Trolls of Thryheim); THOR #129-131 (with Thor, helped defeat the forces of Harokin); THOR #134-136 (with Thor, battled the dragon Fafnir); THOR #137-145 (with Thor, defeated Mogul of the Mystic Mountain); THOR ANNUAL #2 (helped defend Asgard from the Destroyer); TALES TO ASTONISH #101/INCREDIBLE HULK #102 (encountered the Hulk); THOR #155-157 (helped defend Asgard against Mangog); SILVER SURFER #4 (encountered the Silver Surfer); THOR #169-170 (with Thor, battled the Thermal Man); THOR #177 (helped defend Asgard against Surtur); THOR #180-181 (helped Thor escape Mephisto); THOR #185-187 (entranced by Infinity, forced to battle Thor; battled Balder, Sif, and other Asgardians; freed from trance by Loki and Karnilla); THOR #195-198 (with Thor, sent on quest by Odin, returned to help defend Asgard against Mangog); THOR #201-205 (seemingly destroyed by Pluto, actually sent to Earth by Odin; with Thor, battled Ego-Prime, exiled to Earth, abducted by Mephisto, freed by Thor); THOR #213-217 (with Thor and company, set out on quest to find missing Odin; battled Sssthgar's slavers, Mercurio, and Xorr; defeated doppelgangers created by wizard Igron); THOR #242-245 (with Thor, battled Zarrko the Tomorrow Man); MARVEL SPOTLIGHT Vol. 1 #30 (defeated diamond exchange robbers in New York); THOR #248-250 (with Thor, helped depose usurpers Mangog and Igron); THOR #256-263 (with Thor, set out on quest to find missing Odin; battled Sporr, Grey Gargoyle, and Soul-Survivors); THOR #264-266 (defeated Executioner and Enchantress; battled Destroyer and Loki); THOR #274-278 (helped defend Asgard against Ragnarok); THOR #287-288 (battled Fafnir); AVENGERS #249/THOR #350-352 (battled forces of Surtur on Earth); THOR #392-393, 395 (sent to Earth to locate Thor, suffered concussion and dementia; battled Daredevil; marked for death by Seth); THOR #398-400 (helped defend Asgard against the forces of Seth); THOR #404-406 (quest with Thor to seek Ulagg the Grand Enchanter recounted); AVENGERS #310 (helped Avengers battle Blastarr); NEW MUTANTS #84 (rescued from Flying Trolls by New Mutants); THOR #421-426 (helped battle Ymir and Surtur)

HORUS™



HORUS

BIOGRAPHICAL DATA

Real name: Horus
Other current aliases: Horos, Hor
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Horus's existence except as a mythological character
Current occupation: Egyptian god of justice and retribution
Former occupation: None
Citizenship: Celestial Heliopolis
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Married
Known relatives: Osiris (father), Isis (mother), Seth (uncle), Nepthys (aunt), Geb (grandfather), Nut (grandmother), Hathor (wife), Duamutef, Imsety, Qebhsnuf, Hapi (sons); (in Sphinx II's alternate time line) Storm (wife)
Known confidants: Osiris, Isis, Hathor; (in Sphinx II's alternate time line) Storm
Known allies: Gods of Heliopolis, Thor I, Thing, Apollo, Indra, Quetzocoatl, Shango, Tawa, Earth Force; (in Sphinx II's alternate timeline) the Avengers
Major enemies: Seth, Demogorge; (in Sphinx II's alternate timeline) Mutant Liberation Force
Usual base of operations: Celestial Heliopolis
Former bases of operations: Ancient Egypt
Current group membership: Gods of Heliopolis
Former group membership: (in Sphinx II's alternate time line) the Avengers
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 410 lbs.
Eyes: Brown
Hair: Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 75
Speed: Enhanced human
Flight speed: Unrevealed,* possibly escape veloicty
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: In addition to the above listed physical abilities, Horus possesses the power to project solar energy (focused through his staff), and the ability to paralyze others with the stare of his left eye
Superhuman mental powers: None known
Special limitations: None
Source of superhuman powers: Horus is

a member of the race of superhumans known as the Egyptian gods of Heliopolis.

PARAPHERNALIA

Costume specifications: Heliopolitan materials
Personal weaponry: Carries a staff with a large large blade at one end that he uses to focus his solar energy blasts; (in Sphinx II's alternate time line, Horus used a large ankh for this purpose.)
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: THOR #239
Origin issue: Horus's origin is as yet unrevealed.
Significant issues: THOR #239-241 (revealed to have been imprisoned with Osiris and Isis in pyramid for three thousand years by Seth; first encountered Thor I and Odin; participated in Ceremony of Rebirth which reincarnated Odin as Atum-Re; aided Osiris, Isis, and Thor I in defeating Seth; regained freedom and returned to Heliopolis); MARVEL TWO-IN-ONE #23 (imprisoned in Heliopolis by Seth, aided by Thor I and Thing); THOR ANNUAL #10 (joined other gods of light in combating the Demogorge, was briefly consumed by Demogorge, regained his freedom); THOR #398-400 (powers revealed to have been stolen by Seth, regained powers upon Seth's defeat, aided in saving lives of Earth Force); NEW WARRIORS #11-13 (was member of Avengers in an alternate reality created by Sphinx II)

HOWARD THE DUCK.

HOWARD THE DUCK

BIOGRAPHICAL DATA

Real name: Howard (last name unrevealed)
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware Howard is from another dimension
Current occupation: Computer salesman
Former occupation: Various, including cab driver, dishwasher, former presidential candidate
Citizenship: New Stork, New Stork, Duckworld
Legal status: No criminal record on Earth or Duckworld
Place of birth: New Stork, New Stork, Duckworld
Marital status: Single
Known relatives: Ronald (father), Henrietta (mother), Theresa (sister), Orville (brother)
Known confidants: Beverly Switzler
Known allies: The Defenders, She-Hulk
Major enemies: Doctor Bong, Kidney Lady, Dr. Angst, Pro-Rata
Usual base of operations: Cleveland, Ohio
Former bases of operations: New Stork, New Stork, Duckworld
Current group membership: None
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 2' 7"
Weight: 40 lbs.
Eyes: Brown
Feathers: Yellow
Other distinguishing features: Like all members of the dominant species of the alternate Earth called Duckworld, Howard is an anthropomorphic duck.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Below normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Some knowledge of the little-known martial art Quak Fu
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

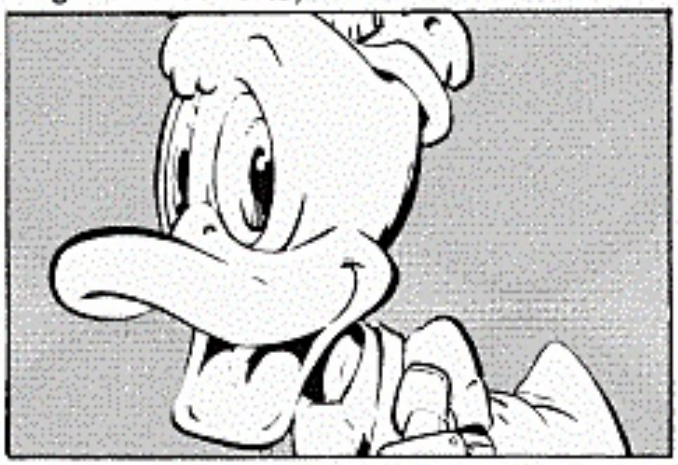
PARAPHERNALIA

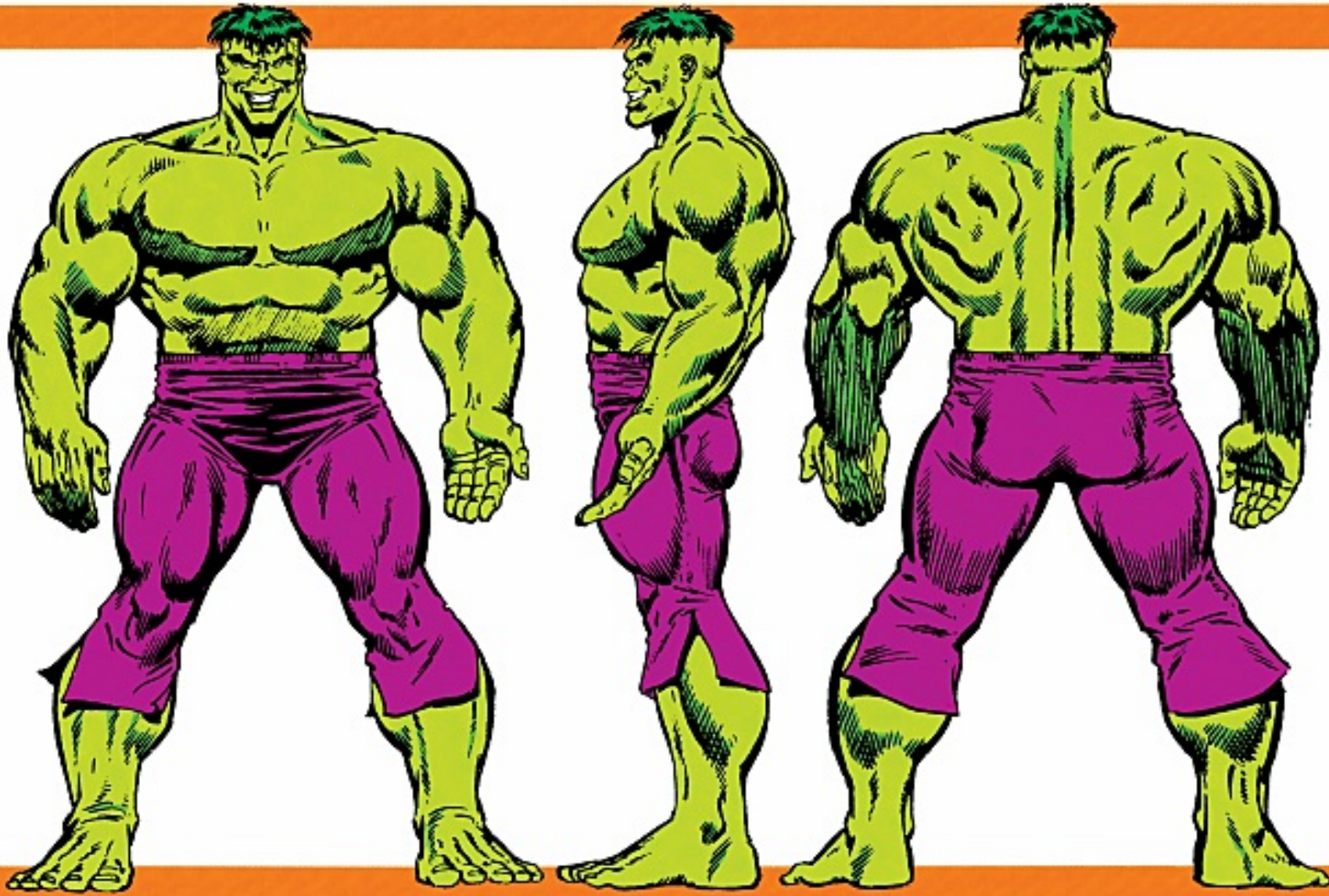
Costume specifications: Normal attire
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various, occasionally involuntary interdimensional teleportation

Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: FEAR #19
Origin issue: FEAR #19, HOWARD THE DUCK #1, HOWARD THE DUCK MAGAZINE #1
Significant issues: FEAR #19 (fell through the Nexus of Realities into a swamp in Florida, met Man-Thing and Korrek the barbarian); MAN-THING #1 (met Dakimh the Enchanter and Jennifer Kale, fell off interdimensional stepping stones); GIANT-SIZE MAN-THING #4 (materialized in Cleveland, battled Garko the Man-Frog); GIANT-SIZE MAN-THING #5 (battled a vampire cow); HOWARD THE DUCK #1 (met Beverly Switzler, battled Pro-Rata, met Spider-Man); HOWARD THE DUCK #2 (battled Turnip-Man and the Kidney Lady); HOWARD THE DUCK #3 (learned Quak Fu); HOWARD THE DUCK #4 (encountered the Winky-Man); HOWARD THE DUCK #5 (became a wrestler); HOWARD THE DUCK #6-7 (battled an animated Gingerbread Man); HOWARD THE DUCK #8 (ran for President of the United States, lost) HOWARD THE DUCK #9 (battled Le Beaver); HOWARD THE DUCK #10-14 (suffered nervous breakdown, battled Kidney Lady, institutionalized, met Daimon Hellstrom, briefly possessed by Hellstrom's demonic soul); HOWARD THE DUCK #15 (encountered Dr. Bong); HOWARD THE DUCK #18-19 (temporarily transformed into human being by Doctor Bong); HOWARD THE DUCK #20 (battled Sudd); HOWARD THE DUCK #21 (battled Soofi); HOWARD THE DUCK #22-23 (reunited with Man-Thing, Korrek, and Jennifer Kale, battled Bzzk 'Joh); HOWARD THE DUCK ANNUAL #1 (encountered the Caliph of Bagmom); HOWARD THE DUCK #25-27 (battled Ringmaster and the Circus of Crime); MARVEL TREASURY #12 (battled Dr. Angst, Sitting Bullseye, Tillie the Hun, Spanker, and Black Hole alongside the Defenders); HOWARD THE DUCK #30-31 (donned "Iron Duck" armor, battled Doctor Bong); HOWARD THE DUCK #32 (battled Morton Erg and the Gopher); HOWARD THE DUCK MAGAZINE #5 (encountered Dracula); HOWARD THE DUCK MAGAZINE #6 (returned to Duckworld); SENSATIONAL SHE-HULK #14-16 (met the Critic and the She-Hulk, traveled to the Baloneyverse, battled Dr. Angst and cohorts)





HULK®

HULK

BIOGRAPHICAL DATA

Real name: Robert Bruce Banner
Other current aliases: None
Former aliases: Joe Fixit, David Bixby, David Banner, Bruce Bancroft, Mechano, Bruce Jones
Dual identity: Publicly known (as Banner), secret (as Fixit)
Current occupation: Unemployed
Former occupation: Nuclear physicist (as Banner) enforcer (as Fixit)
Citizenship: United States of America
Legal status: Criminal record, pardoned
Place of birth: Dayton, Ohio
Marital status: Married
Known relatives: Elizabeth "Betty" Ross Talbot Banner (wife), Brian Banner (father, deceased), Rebecca Banner (mother, deceased), Morris Walters (uncle), Elaine Banner Walters (aunt, deceased), Jennifer Walters (alias She-Hulk, cousin), Thaddeus E. "Thunderbolt" Ross (father-in-law, deceased), Mrs. Drake (aunt, possibly deceased), Cassandra Walters Pike (aunt), David Pike (cousin)
Known confidants: Rick Jones, Betty Banner, Jim Wilson, Jarella (deceased), Crackajack Jackson (deceased), Katherine Waynesboro
Known allies: The Pantheon, (former) Avengers, Defenders, Doc Samson
Major enemies: General Thaddeus E. "Thunderbolt" Ross, Major Glenn Talbot (deceased), Tyrannus, Leader, Abomination, Rhino, Absorbing Man, Modok (deceased)
Usual base of operations: Mobile
Former bases of operations: Hulkbuster base, New Mexico (as Banner), Las Vegas, Nevada (as Fixit)
Current group membership: The Pantheon (as new Hulk)
Former group membership: Hulkbusters (as Banner); Avengers, Defenders (as Hulk)
Extent of education: College degree in nuclear physics (as Banner)

PHYSICAL DESCRIPTION

Height: 5' 9 1/2" (as Banner), 6' 6" (as grey Hulk), 7' (as green Hulk), 7' 6" (as new Hulk)
Weight: 128 lbs. (as Banner), 900 lbs. (as grey Hulk), 1,040 lbs. (as green Hulk), 1,150 lbs. (as new Hulk)
Eyes: Brown (as Banner), Grey (as grey Hulk), Green (as green Hulk), Green (as new Hulk)
Hair: Brown (as Banner), Black (as grey Hulk), Green (as green Hulk), Green (as new Hulk)
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius (as Banner), normal (as grey Hulk), learning impaired (as green Hulk), genius (as new Hulk)
Strength: Normal (as Banner), Superhuman Class 75, potentially Superhuman Class 100 (as grey Hulk), Superhuman

Class 100 (as green Hulk), Superhuman Class 100 (as new Hulk)
Speed: Normal (as Banner), enhanced human (as Hulk)
Stamina: Normal (as Banner), metahuman (as Hulk)
Durability: Normal (as Banner), demigodlike (as Hulk)
Agility: Normal
Reflexes: Normal (as Banner), athlete (as Hulk)
Fighting skills: (as Banner) None, (as Hulk) good hand-to-hand combatant
Special skills and abilities: (as Banner) extensive knowledge of physics, (as new Hulk) unknown
Superhuman physical powers: Superhuman strength, stamina, and durability
Superhuman mental powers: None
Special limitations: Formerly reverted to Banner at intervals
Source of superhuman powers: Exposure to gamma radiation

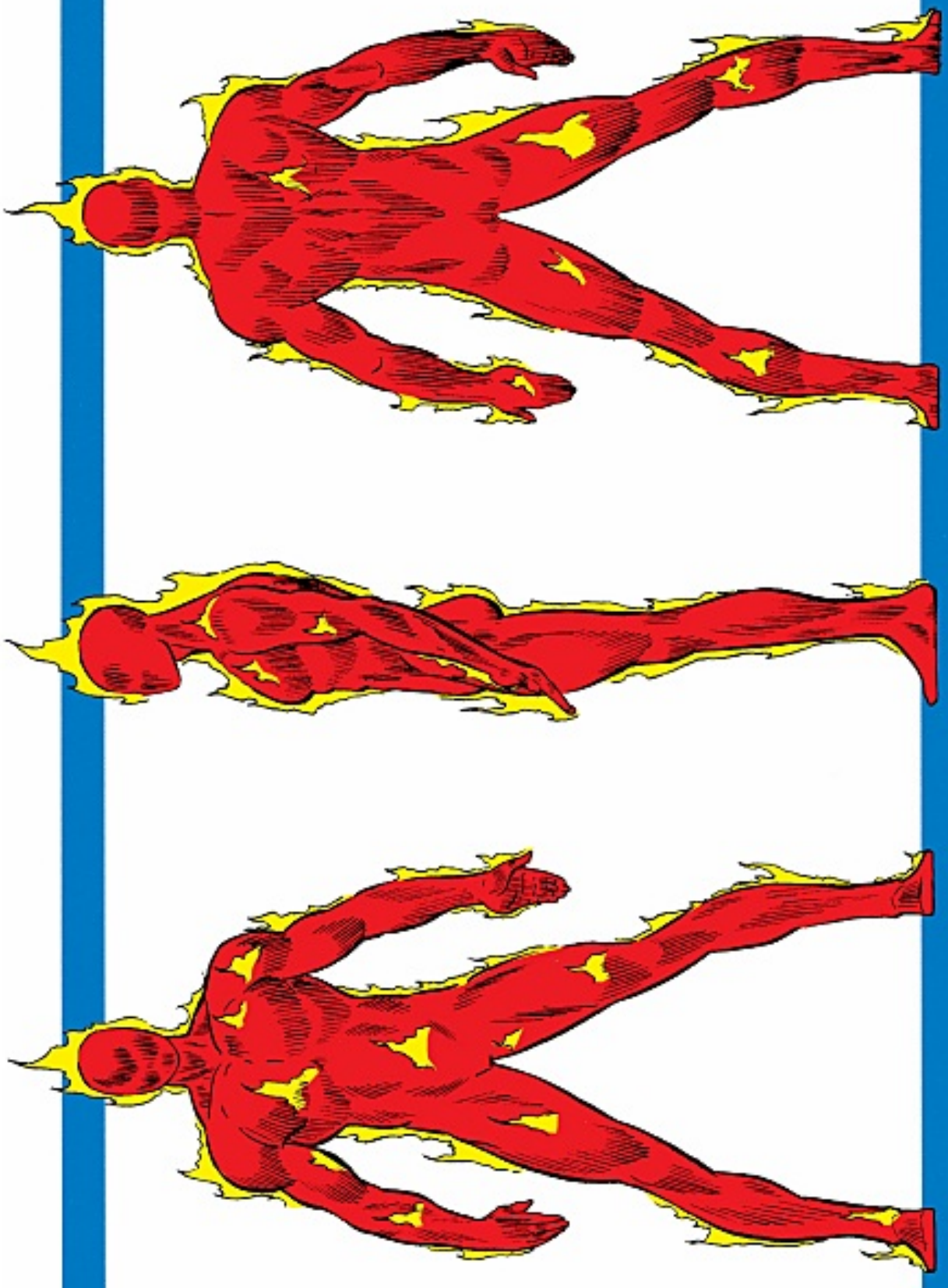
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: leaping under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK Vol. 1 #1
Origin issue: INCREDIBLE HULK Vol. 1 #1, INCREDIBLE HULK Vol. 2 #312
Significant issues: INCREDIBLE HULK Vol. 1 #1 (caught in explosion of gamma-bomb while saving Rick Jones, transformed into Hulk at sunset); AVENGERS #1 (helped form the Avengers); AVENGERS #2 (quit the Avengers); TALES TO ASTONISH #60 (determined that changes now triggered by emotional stress); MARVEL FEATURE Vol. 1 #1-3 (helped form the Defenders with Dr. Strange and Namor); INCREDIBLE HULK Vol. 2 #272 (gained control of changes; Hulk with Banner's intelligence); INCREDIBLE HULK Vol. 2 #295-300 (lost control of Hulk, Banner's persona seemingly destroyed, exiled to crossroads dimension by Dr. Strange); ALPHA FLIGHT #28-29 (freed from crossroads dimension by Alpha Flight); INCREDIBLE HULK Vol. 2 #315 (Hulk and Banner separated by Doc Samson); INCREDIBLE HULK Vol. 2 #319 (Banner married Betty Ross); INCREDIBLE HULK Vol. 2 #323 (Hulk and Banner merged); INCREDIBLE HULK Vol. 2 #324 (Banner transformed into grey Hulk); INCREDIBLE HULK Vol. 2 #347 (became enforcer for Las Vegas casino as Joe Fixit, changes to Banner again triggered by sunset); INCREDIBLE HULK Vol. 2 #372 (green Hulk re-emerged); INCREDIBLE HULK Vol. 2 #377 (Banner, and Hulks merged); INCREDIBLE HULK Vol. 2 #382 (joined Pantheon)

HUMAN TORCH™



HUMAN TORCH I

BIOGRAPHICAL DATA

Real name: The Human Torch
Other current aliases: Jim Hammond
Former aliases : None
Note: The Human Torch was formerly believed to have been rebuilt as the Vision II, but this has been proven false.
Dual identity: Secret, the general populace of Earth believes the Human Torch I to be deceased.
Current occupation: Chief of Security for Oracle Inc.
Former occupations: Adventurer
Citizenship (if applicable): United States of America
Legal status: Unrevealed
Place of creation: Brooklyn, New York
Marital status: Single
Known relatives: None
Known confidants: Ann Raymond, Namor the Sub-Mariner, Captain America, (former) Toro (deceased), the Invaders, the All-Winners Squad, Sun Girl
Known allies: The Avengers West Coast, Namor the Sub-Mariner, Namorita, Lady Jacqueline Crichton (Spitfire), Union Jack III, (former) Toro (deceased), Captain America, Bucky (deceased), Union Jack I (deceased), Union Jack II (deceased), the Liberty Legion, the Kid Commandos, the All-Winners Squad, Sun Girl
Major enemies: Asbestos Lady, Adolf Hitler (deceased), the Red Skull, the Super-Axis (Master Man I [deceased], Warrior Woman [deceased], U-Man, Baron Blood I, Lady Lotus), Isbisa (deceased), Future Man, Madame Death, the Hyena, Adam II (destroyed), the Mad Thinker, Quasimodo
Usual base of operations: Oracle Inc. headquarters, New York
Former bases of operations: circa 1940s-1950s) New York City; (circa World War II) London, England; Avengers West Coast Compound, Los Angeles, California
Current group membership: Avengers West Coast (reserve member)
Former group membership: Invaders, All-Winners Squad
Extent of programming: Capacity for creative intelligence, unlimited self-motivated activity, and human-like emotions

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 300 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Natural winged flight limit
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete

Fighting skills: Some training in unarmed combat by Captain America, expert in combat use of his superhuman powers
Special skills: Unrevealed
Superhuman physical powers: (former) Ability to envelop his body in fiery plasma without harm to himself and to utilize this heat energy for various effects, including flight, formation of fiery shapes, energy releases in the form of heat blasts, "nova flame bursts" (highest intensity heat blasts, similar to the heat-pulse of a nuclear warhead), and concussive force blasts; he is also immune to the effects of heat and flames not of his own creation
Superhuman mental powers: (former) Ability to control ambient heat energy in his immediate environment, allowing him to take control of flames not of his own generation and to absorb heat from outside sources
Special limitations: (former) The Human Torch I's flame can be extinguished by lack of oxygen, or by smothering materials such as water, sand, fire-fighting foam, or heat-resistant blankets unless his flame is at such intensity that it immediately vaporizes such materials on contact.
Source of superhuman powers: Design and construction of artificial materials as a synthetic being

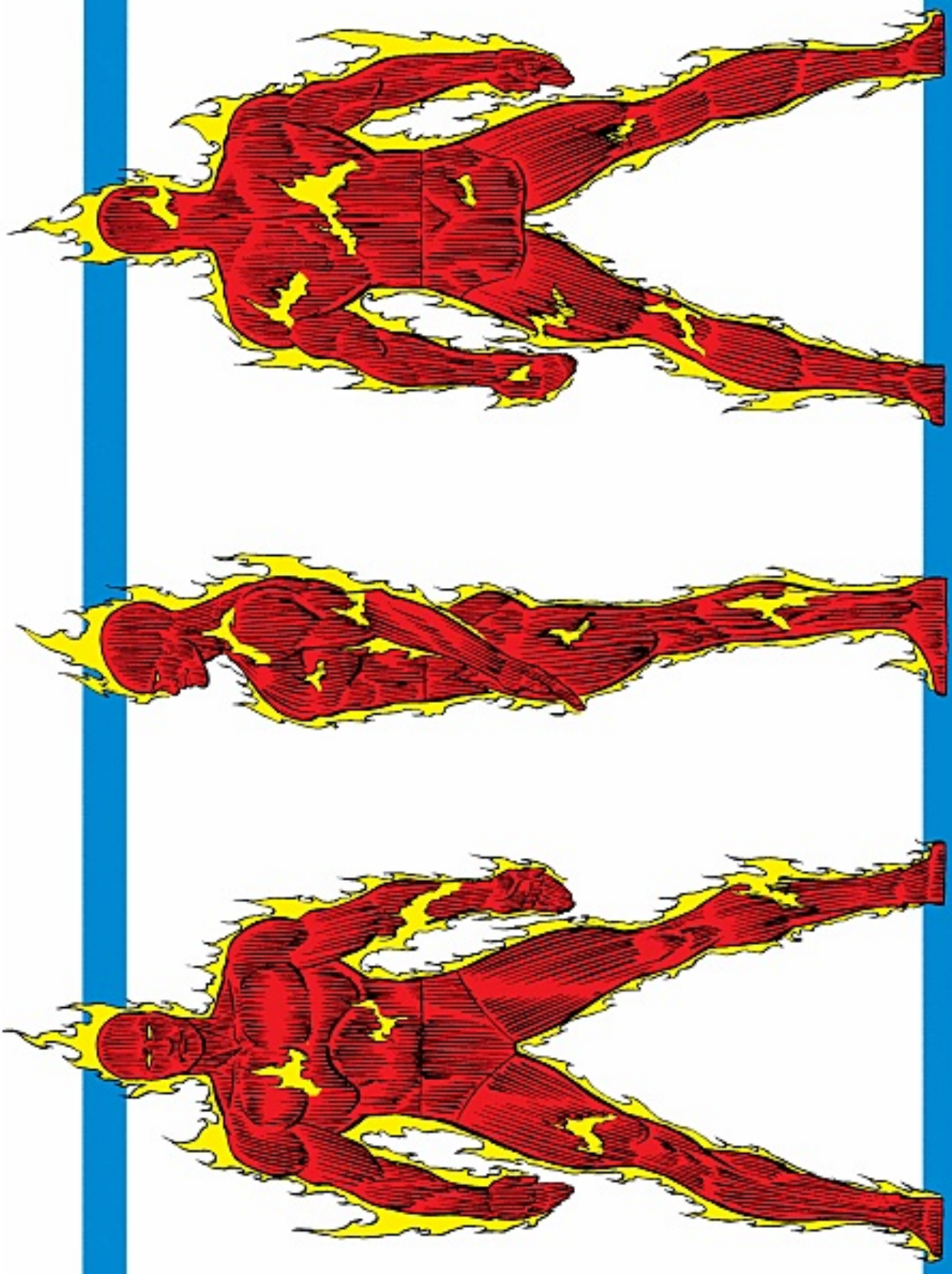
PARAPHERNALIA

Costume specifications: Unstable molecules
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power or Avengers Quinjet
Design and manufacture of paraphernalia: (quinjet) Tony Stark, (other vehicles) Commercial manufacturers

BIBLIOGRAPHY

First appearance: (historical) MARVEL COMICS #1, (modern) FANTASTIC FOUR ANNUAL #4
Origin issue: MARVEL COMICS #1, FANTASTIC FOUR ANNUAL #4, SAGA OF THE ORIGINAL HUMAN TORCH #1
Significant issues: MARVEL COMICS #1 (created by Prof. Horton, entombed in supposedly airtight cylinder, escaped, learned to control, flame powers, became adventurer); MARVEL MYSTERY COMICS #8-10 (first encountered and battled Namor the Sub-Mariner); HUMAN TORCH #1 (adopted Toro as his partner); GIANT-SIZE INVADERS #1 (with Toro, Namor, Captain America, and Bucky, formed the Invaders); INVADERS Vol. 1 #5-6/MARVEL PREMIERE #30 (with Invaders, brainwashed by the Red Skull, battled the Liberty Legion); INVADERS Vol. 1 #11 (gave blood transfusion to Jacqueline Falsworth [Spitfire], giving her superhuman powers); ALL-WINNERS #19 (with Toro, Namor, Captain America II, Bucky II, Whizzer, and Miss America formed All-Winners Squad)

HUMAN TORCH®



HUMAN TORCH II

BIOGRAPHICAL DATA

Real name: Jonathan Lowell Spencer "Johnny" Storm
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Adventurer, student
Former occupation: Automobile mechanic and designer, racing car driver
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Glenville, Long Island, New York
Marital status: (actually) Widowed, (publicly) Divorced
Note: The general populace believes Johnny Storm to be divorced from Alicia Masters; actually he was married to Lyja, a Skrull who adopted Alicia's identity; Alicia has since returned to Earth from her captivity by the Skrulls
Known relatives: Franklin Storm (father, deceased), Mary Storm (mother, deceased), Susan Storm Richards (Invisible Woman, sister), Reed Richards (Mister Fantastic, brother-in-law), Franklin Richards (Tattletale, nephew), Lyja (wife, presumed deceased)
Known confidants: Reed Richards, Susan Storm Richards, Ben Grimm (Thing), Wyatt Wingfoot, (former) Doris Evans, Crystal, Frankie Raye (Nova II), Julie Angel, Lyja
Known allies: The Fantastic Four, Wyatt Wingfoot,.Spider-Man, Daredevil, Black Panther, Silver Surfer, Inhumans Royal Family, Avengers, Nick Fury, Doctor Strange, Namor the Sub-Mariner
Major enemies: Doctor Doom, Puppet Master, Frightful Four, Red Ghost, Skrulls, Plantman, Beetle, Diablo, Maximus, Galactus, Psycho-Man, Annihilus
Usual base of operations: Four Freedoms Plaza, New York City
Former bases of operations: Baxter Building, New York City; Glenville, Long Island, New York
Current group membership: Fantastic Four
Former group membership: None
Extent of education: College student

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 170 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Supersonic
Stamina: Athlete
Durability: Athlete
Agility: Athlete

Reflexes: Athlete
Fighting skills: Trained in hand-to-hand combat by the Thing, highly skilled in the use of his superhuman powers in combat.
Special skills and abilities: Highly skilled race-car driver, expert auto mechanic and designer.
Superhuman physical powers: Ability to envelop his body in fiery plasma without harm to himself and to utilize this heat energy for various effects, including flight, formation of fiery shapes, energy releases in the form of heat blasts, "nova flame bursts" (highest intensity heat blasts, similar to the heat-pulse of a nuclear warhead), and concussive force blasts; he is also immune to the effects of heat and flames not of his own creation
Superhuman mental powers: Ability to control ambient heat energy in his immediate environment, allowing him to take control of flames not of his own generation and to absorb heat from outside sources
Special limitations: The Human Torch II's flame can be extinguished by lack of oxygen, or by smothering materials such as water, sand, fire-fighting foam, or heat-resistant blankets unless his flame is at such intensity that it immediately vaporizes such materials on contact. The Human Torch II cannot remain aflame indefinitely; when expending his energies at an average rate, he can remain aflame for 16.8 hours.
Source of superhuman powers: Mutagenic effects of cosmic radiation

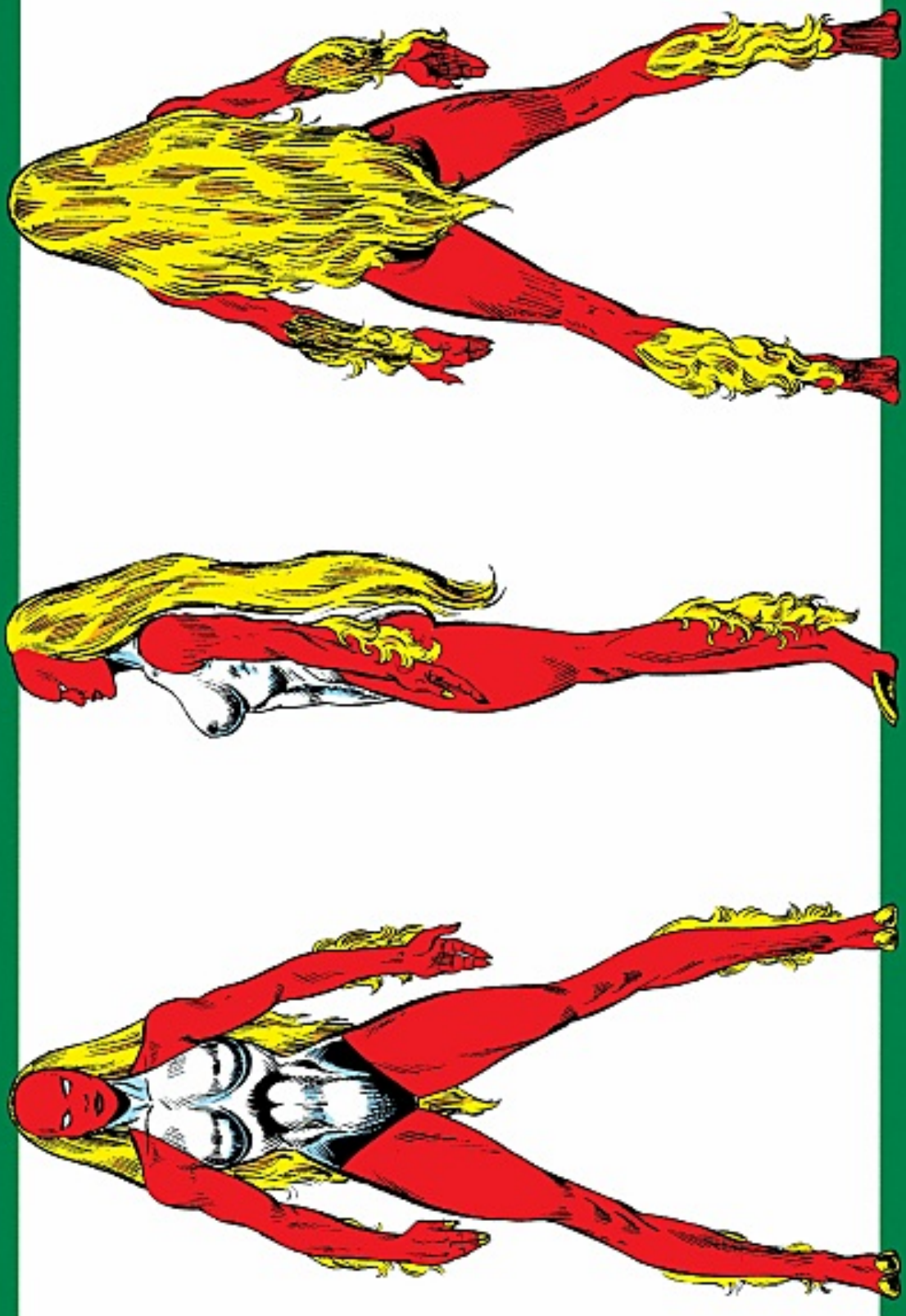
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made of "unstable molecules"
Personal weaponry: None
Special weaponry: None
Other accessories: Flare pistol (used for signaling his teammates)
Transportation: Various Fantastic Four vehicles or flight under own power
Design and manufacture of paraphernalia: Reed Richards

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #1
Origin issue: FANTASTIC FOUR #1, 32
Significant issues: FANTASTIC FOUR #1 (gained superhuman powers, joined Fantastic Four, first battled Mole Man); FANTASTIC FOUR #2 (first fought Skrulls); FANTASTIC FOUR #5 (first battled Doctor Doom); FANTASTIC FOUR #37 (traveled to Skrull homeworld to avenge his father's death); FANTASTIC FOUR #48-50 (first encountered Galactus and Silver Surfer); FANTASTIC FOUR ANNUAL #4 (battled original Human Torch); FANTASTIC FOUR #269-270 (began romance with "Alicia Masters" [Lyja]); FANTASTIC FOUR #300 (married "Alicia"); FANTASTIC FOUR #357-358 (discovered "Alicia's" true identity, discovered Lyja was pregnant with his child, witnessed apparent death of Lyja; rescued the real Alicia from the Skrulls)

HUSSAR™



HUSSAR

BIOGRAPHICAL DATA

Real names: Unrevealed
Other current aliases: None
Former aliases: None known
Dual identity: None, the general populace of Earth is unaware of Hussar's existence
Current occupation: Warrior serving in the Royal Elite of Shi'ar Imperial Guard
Former occupation: Renegade Imperial Guardsman serving Shi'ar Lord Samedar
Citizenship: Shi'ar Empire
Legal status: Traitor to the Shi'ar Empire
Place of birth: Somewhere in the Shi'ar Empire (the identity of the alien race to which Hussar belongs is unrevealed)
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Imperial Guard, Lilandra, (formerly) Deathbird, Lord Samedar, the Brood, the Avengers
Note: The Imperial Guard serves whoever is ruler of the Shi'ar Empire; hence, at different times they have served D'Ken, Lilandra and Deathbird.
Major enemies: Supremor, (former) Lilandra, X-Men, Kree, Starforce, the Avengers
Usual base of operations: Chandilar (Aerie, Shi'ar Throneworld), Shi'ar Empire
Former bases of operations: Unrevealed
Current group membership: Royal Elite, Shi'ar Imperial Guard
Former group membership: Renegade Imperial Guard faction serving Lord Samedar
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 120 lbs.
Eyes: Yellow, no visible pupils or irises
Hair: Blond (bald on top of her head)
Other distinguishing features: Red skin, yellow tufts of hair on her lower legs, two toes with claws on each foot

POWERS AND ABILITIES

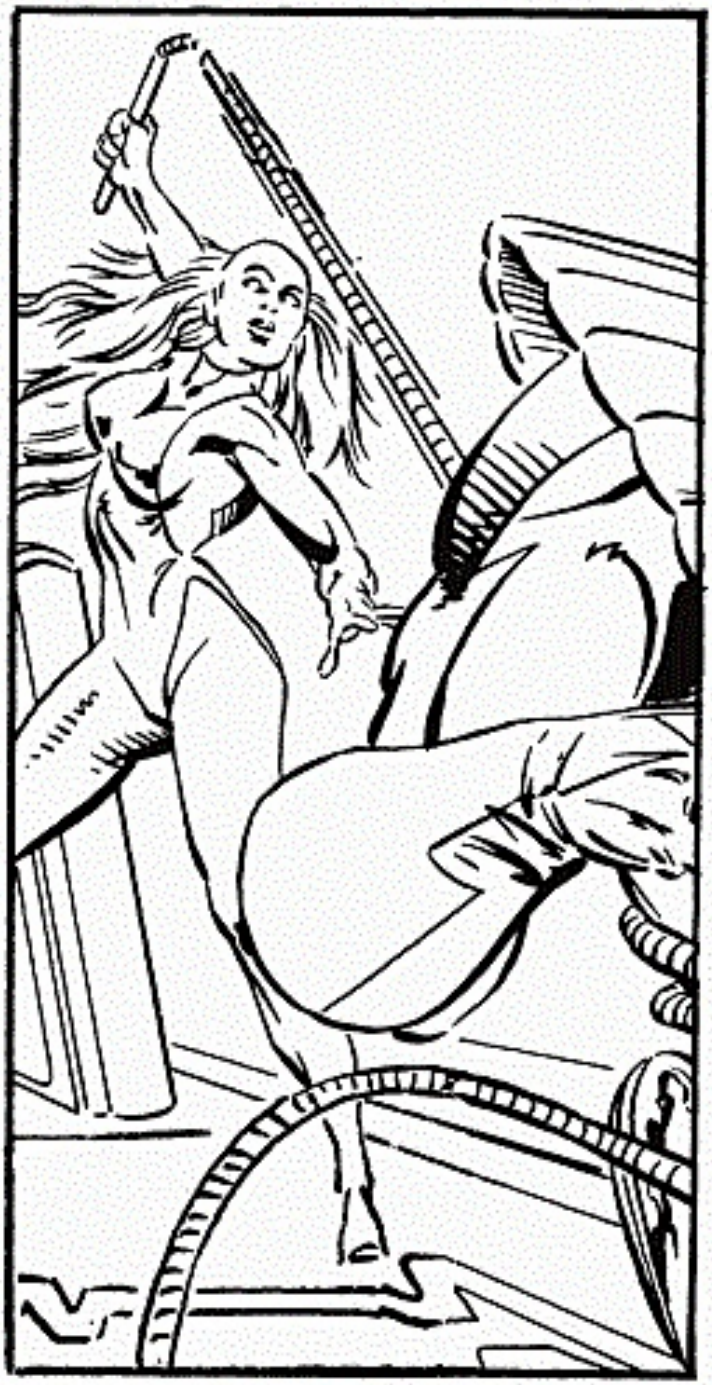
Intelligence: Normal
Strength: Unrevealed, probably athlete
Speed: Unrevealed, probably athlete
Stamina: Unrevealed, probably athlete
Durability: Unrevealed, probably athlete
Agility: Unrevealed, probably athlete
Reflexes: Unrevealed, probably athlete
Fighting skills: Excellent hand-to-hand combatant, mistress of fighting using a whip, trained in armed and unarmed combat by the Shi'ar Imperial Guard
Special skills and abilities: None known
Superhuman physical powers: None known
Superhuman mental powers: None known
Special limitations: None known
Source of superhuman powers: Inapplicable

PARAPHERNALIA

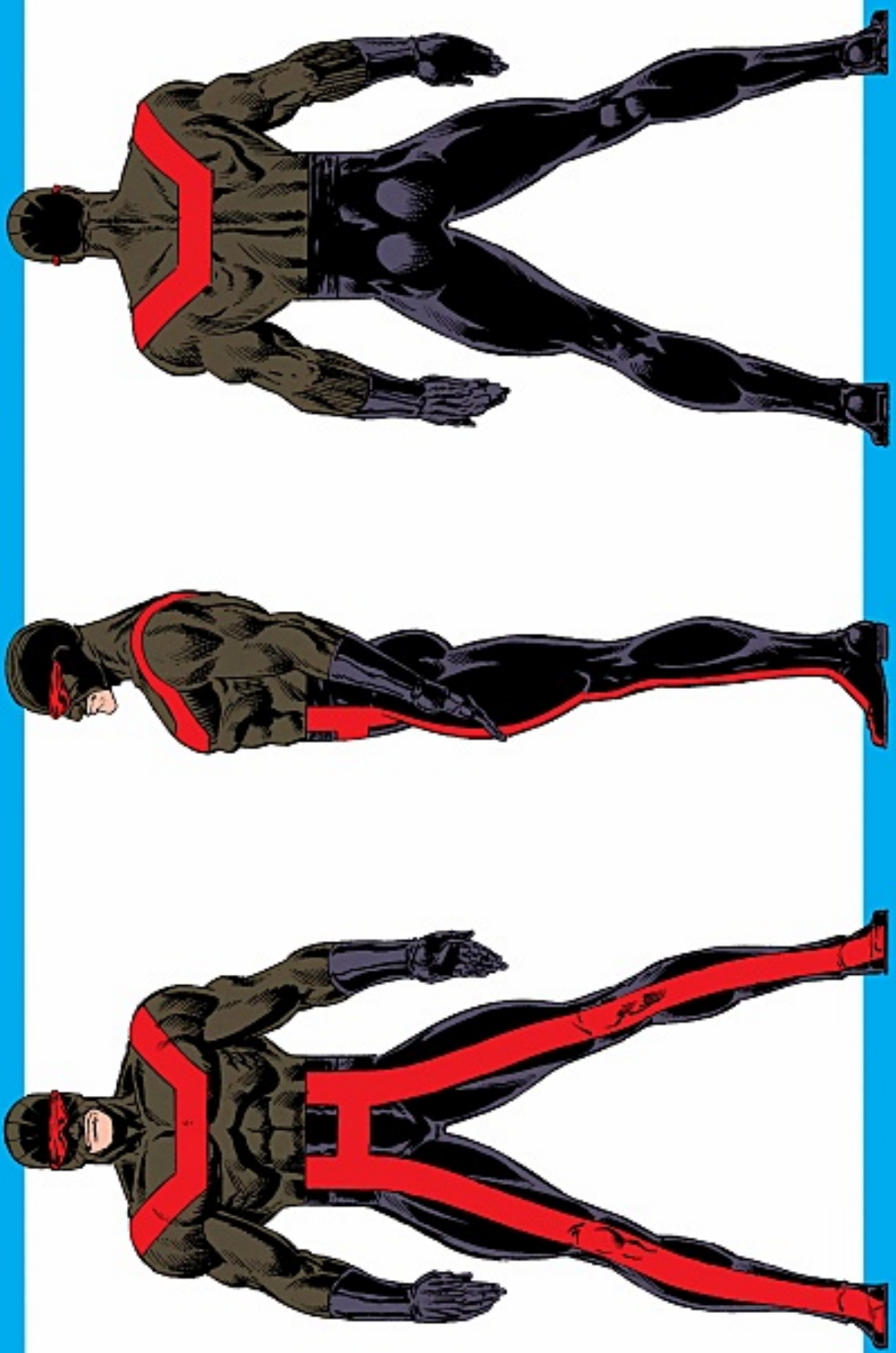
Costume specifications: Shi'ar fabrics
Personal weaponry: Wields a metal "neuro whip" that can induce pain through a victim's nervous system.
Special weaponry: None
Other accessories: None
Transportation: Shi'ar starships, small Imperial Guard anti-gravity device which allow flight
Design and manufacture of paraphernalia: Shi'ar scientists and technicians

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #137
Origin issue: Hussar's origin is as yet unrevealed.
Significant issues: UNCANNY X-MEN #137 (joined in Imperial Guard's trial by combat with the X-Men to decide fate of Phoenix); UNCANNY X-MEN #157 (served traitorous Lord Samedar, battled X-Men); THOR #446 (alongside Avengers and Imperial Guard battled Kree Starforce on Chandilar; teamed with Living Lightning to defeat Supremor); AVENGERS WEST COAST #81 (alongside Imperial Guard, battled Avengers on Chandilar; was defeated by Living Lightning)



HYDRA™



HYDRA

ORGANIZATION

Purpose: Achievement of global domination through terrorism resulting in new fascist world order
Modus operandi: Terrorist and subversive activities on various fronts
Extent of operations: Worldwide
Relationship to conventional authorities: Ongoing counter-espionage operations by SHIELD II
Base of operations: Various unrevealed locations
Former bases of operations: Hydra Island, Pacific Ocean
Major funding: Baron Wolfgang von Strucker's personal fortune, based on recovered horde of Nazi treasure from World War II, and funds established by original leaders of the Japanese secret society that became HYDRA
Known enemies: Nick Fury, SHIELD I-II, Captain America, the Avengers, Daredevil, Black Widow, Iron Man, the Fantastic Four, the Hulk, Spider-Man, Punisher, the Kingpin I, Professor X, Magneto, Jessica Drew (formerly Spider-Woman I), the Thunderiders (formerly Team America), Madame Masque II, the Maggia, Wolverine, G.W.Bridge, Silver Sable, the Wild Pack
Known allies: (former) THEM, AIM, Secret Empire I (all formerly divisions of HYDRA)

MEMBERSHIP

Number of active members: Unrevealed
Number of reserve members: Unrevealed
Organizational structure: Behind-the-scenes direction by Baron Wolfgang von Strucker, alias Supreme Hydra; under him, a central ruling committee; under them, individual division chiefs; under them, rank and file members and special agents
Known officers: Baron Wolfgang von Strucker (Supreme Hydra, believed deceased)
Known current members: Lt. Garotte, Lt. Saltz, Sgt. Batrel
Known former members: Arnold Brown (Imperial Hydra, deceased), Marvin Flum (Mentallo), Norbert Ebersol (Fixer), Anton Trojak (deceased), Robert Rickard (deceased), Karl Kraus, Madame Hydra I (Viper I), Richard Fisk (Schemer, Rose I, Kingpin II), Wilson Fisk (Kingpin I), Johann Schmidt (Red Skull), the Chameleon, Silvio Manfredi (Silvermane), Joseph Manfredi (Blackwing), Jackhammer, El Jaguar (deceased), Commander Kraken (deceased), the Fox, Katrina Luisa Van Horn (Man-Killer), Space Phantom, Eric Williams (Grim Reaper, deceased), Bull's-Eye I (deceased), Count Otto Vermis (deceased), Jessica Drew (formerly Spider-Woman I), Jared Kurtz, William Darvin (deceased), James Winderfield, Nancy Winderfield, Elsie Carson, Ralph Sanzetti (deceased), George Fistal, Madame Hydra II, Striklan (Crippler, defected), Sathan (deceased), Ron Takimoto (deceased)
Known special agents: Lt. Cassandra

Romulus, Lt. Guillotine, Agent Dakini, SHIELD Super-Agents (Knockabout, Psi-Borg, Violence, Ivory)
Membership requirements: Must be a legal adult willing to submit to a thorough investigation of personal background and to swear a death-oath of loyalty to HYDRA and its principles

HISTORY

Founder: Baron Wolfgang von Strucker
Other leaders: Arnold Brown (deceased), Wilson Fisk, Richard Fisk, the Red Skull, Madame Hydra II, Werner von Strucker (deceased)
Previous purpose or goals: None
Major campaigns or accomplishments: Secret establishment of worldwide subversive organization; assassination of original SHIELD Director; development of Betatron Bomb, Overkill Horn, and Death Spore Bomb as weapons of global blackmail; resurrection of Baron von Strucker; reunification of various cells after the return of von Strucker; slaughter of an entire graduating class of 1,500 SHIELD II recruits
Major setbacks: Failure to eliminate Colonel Nick Fury; failure of world blackmail attempt using the Betatron Bomb; destruction of the Overkill Horn; sinking of HYDRA Island and the deaths of most important HYDRA members, including Baron von Strucker; failure of various cells to regroup as a major terrorist force in the absence of Baron von Strucker.

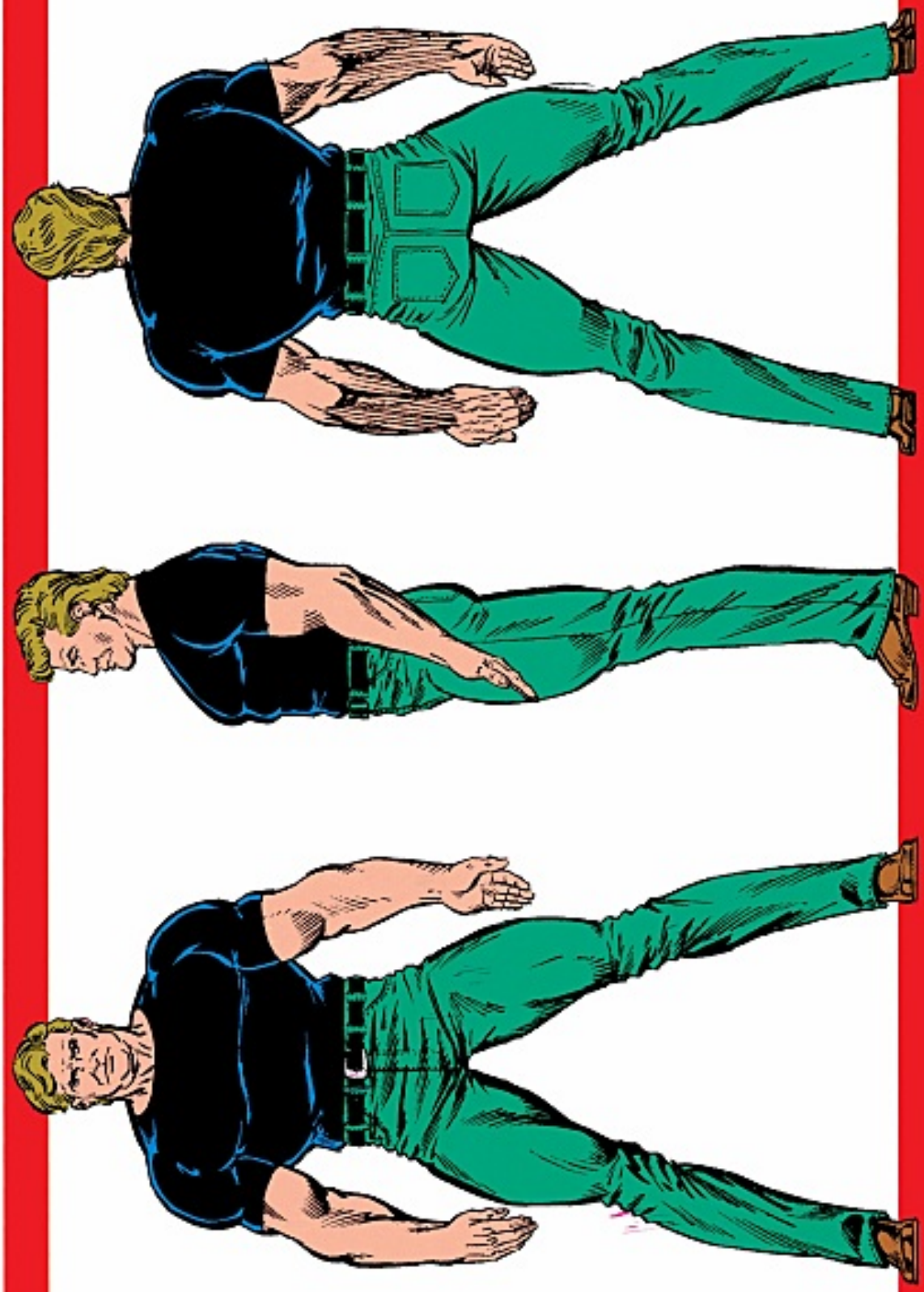
TECHNOLOGY AND PARAPHERNALIA

Level of technology: As highly advanced as any on Earth, based in part on technology of the alien Gnobians discovered by Baron von Strucker in 1944
Transportation: Various, including all conventional military vehicles, seacraft, and aircraft, and miscellaneous advanced experimental vehicles
Standard uniforms: Red and brown cowled jumpsuits with Yellow H design (formerly wore green cowled jumpsuits with Yellow H design)
Standard weaponry: Conventional pistols and standard concussive force blasters
Standard accessories: Conventional communications equipment

BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #135
Origin issue: CAPTAIN SAVAGE AND HIS LEATHERNECK RAIDERS #2-4
Significant issues: CAPTAIN SAVAGE & HIS LEATHERNECK RAIDERS #2-4 (founding by expatriate Nazi officer Baron von Strucker revealed; original HYDRA Island invaded by Leatherneck Raiders and Samurai Squad, base destroyed); STRANGE TALES Vol. 1 #135 (existence of modern-day organization revealed, attempted to assassinate Nick Fury before his appointment as SHIELD I's Director)

HYDRO-MAN™



HYDRO-MAN

BIOGRAPHICAL DATA

Real name: Morris "Morrie" Bench
Other current aliases: None
Former aliases: None
Dual identity: Known to authorities
Current occupation: Criminal
Former occupation: Crewman on a cargo ship
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Bronx, New York
Marital status: Single
Known relatives: None
Known confidants: Sadie Frickett
Known allies: Beetle, Boomerang, Rhino, Speed Demon
Major enemies: Spider-Man, Sandman
Usual base of operations: New York area
Former bases of operations: The S.S. Bulldog on the high seas
Current group membership: Sinister Syndicate
Former group membership: None
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 265 lbs.
Eyes: Brown
Hair: Light Brown
Other distinguishing features: Hydro-Man can bodily transform into a watery liquid substance, obscuring his features

POWERS AND ABILITIES

Intelligence: Below normal
Strength: Peak human
Speed: Normal
Stamina: Normal
Durability: Peak human
Agility: Normal
Reflexes: Normal
Fighting skills: Extensive experience in streetfighting techniques
Special skills and abilities: None
Superhuman physical powers: Ability to bodily transform himself into watery liquid substance
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Energy from an experimental generator combined with volcanic gases

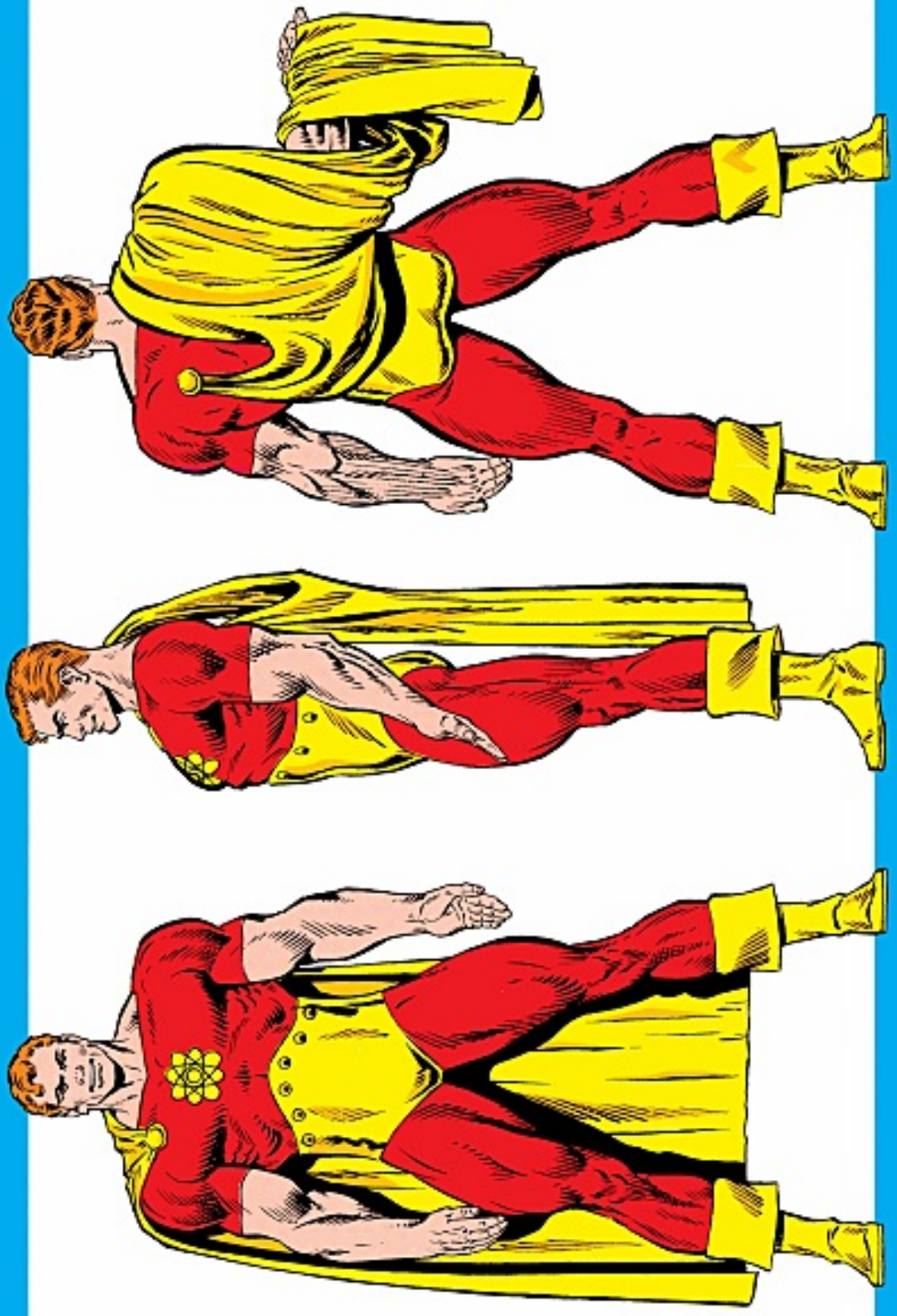
PARAPHERNALIA

Costume specifications: Conventional street clothes
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Fluid locomotion
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #212
Origin issue: AMAZING SPIDER-MAN #212
Significant issues: AMAZING SPIDER-MAN #212 (first encountered Spider-Man); AMAZING SPIDER-MAN #217-218 (merged with Sandman into a composite mud creature); AMAZING SPIDER-MAN #280-281 (joined the Sinister Syndicate against Spider-Man and Silver Sable); AMAZING SPIDER-MAN #315 (tried to steal union payroll, but thwarted by Spider-Man); DEADLY FOES OF SPIDER-MAN #1-4 (joined with the Beetle and Speed Demon against the other members of the Sinister Six)

HYPERION™



HYPERION

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: Mark Milton
Dual identity: Publicly known to the citizens of the United States of America, on the alternate Earth of the Squadron Supreme ("Other-Earth," "Earth-S")
Current occupation: Adventurer
Former occupation: Government agent, cartoonist
Citizenship: United States of "Other-Earth"
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: Power Princess, (former) Nighthawk I
Known allies: The Squadron Supreme (notably Dr. Spectrum, Whizzer, Power Princess, Lady Lark, Arcanna)
Major enemies: Master Menace, the Scarlet Centurion, Lamprey, Over-Mind, Hyperion II
Usual base of operations: Project: Pegasus, Mt. Athena, New York
Former bases of operations: Squadron City
Current group membership: Squadron Supreme
Former group membership: None
Extent of education: College degree in journalism

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 460 lbs
Eyes: Blue
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 100
Flight speed: Supersonic
Stamina: Metahuman
Durability: Metahuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Moderate knowledge of hand-to-hand combat
Special skills and abilities: Unrevealed
Superhuman physical powers: Besides his physical attributes listed above, Hyperion possesses the ability to use cosmic energy to augment his life force granting him great longevity and regenerative abilities, the projection of infra-red heat through his eyes, and the ability to levitate by harnessing anti-gravitons.
Superhuman mental powers: None
Special limitations: Apparently Hyperion's powers and vitality are diminished when he is exposed to argonite radiation. Whether this substance actually interferes with his body's innate ability to metabolize cosmic energy or if this is some psychosomatic reaction is as yet unrevealed. No other known Eternal is similarly affected.
Source of superhuman powers: Specialized development of certain attributes of the race of human offshoots known as

Eternals, of which he is the sole survivor on the Squadron's Earth

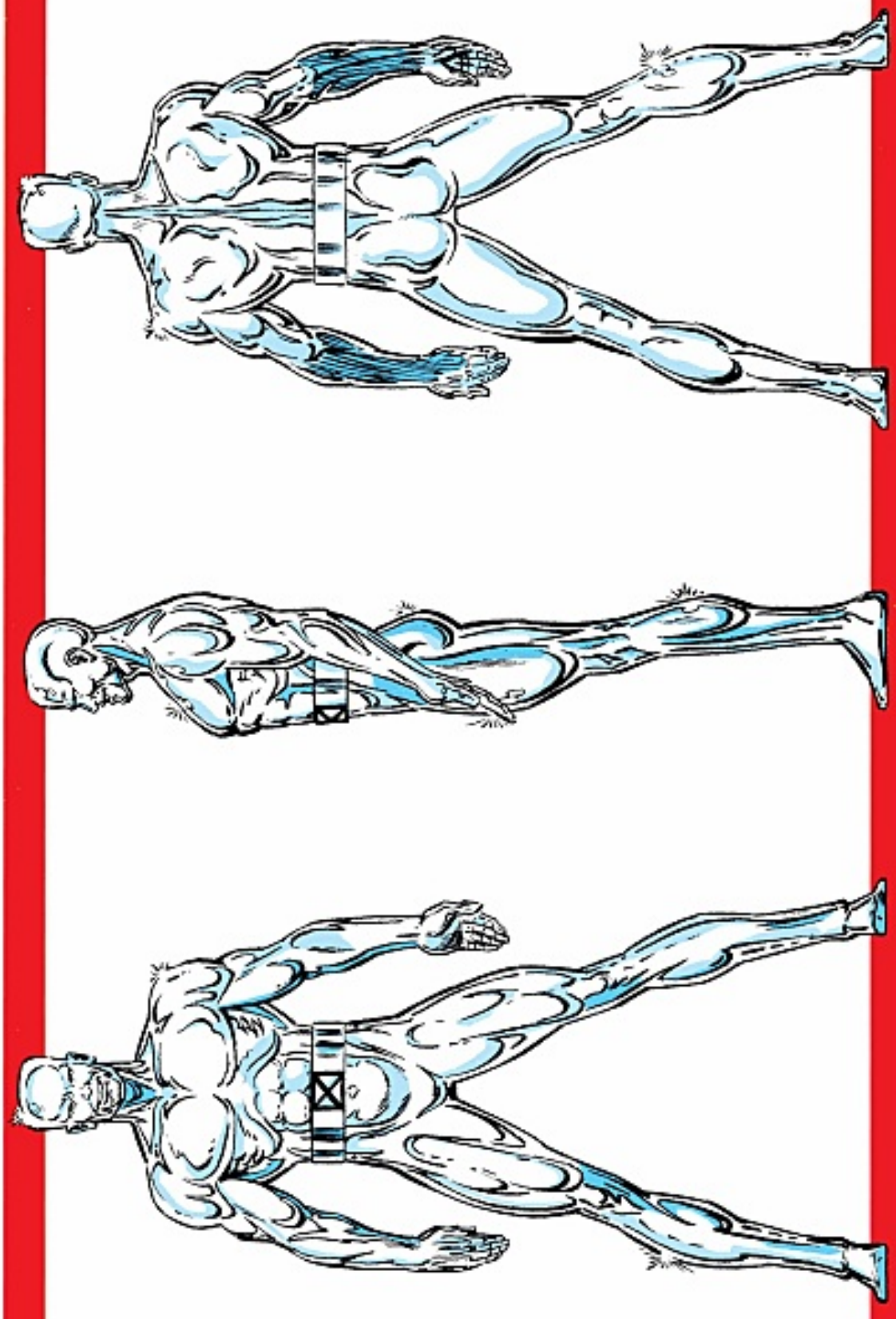
PARAPHERNALIA

Costume specifications: Specially treated synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: During the period he was sightless, Hyperion wore a special pair of goggles giving him "radar-vision."
Transportation: Usually flies under own power
Design and manufacture of paraphernalia: Tom Thumb

BIBLIOGRAPHY

First appearance: AVENGERS #85
Origin issue: (partial) SQUADRON SUPREME #1
Significant issues: AVENGERS #86 (encountered Avengers Vision, Scarlet Witch, Quicksilver, and Goliath II, battled Brain-Child), AVENGERS #141 (alongside four other Squadroners, dispatched by government agents under the domination of the Serpent Crown to the Avengers' Earth, subdued five Avengers); AVENGERS #144, 147 (sent back to their own world battled the Avengers again, overpowered); DEFENDERS #112-115 (sought Dr. Strange's help in liberating the Squadron from mind control of the Over-Mind, battled alongside the Squadron and Defenders against the Over-Mind and Null the Living Darkness); SQUADRON SUPREME #1 (resolved with the Squadron to assume the government of the United States); SQUADRON SUPREME #2 (helped establish behavior modification program) SQUADRON SUPREME #5 (battled the Institute of Evil); SQUADRON SUPREME #8 (allied self with Master Menace to escape interdimensional zone, battled Hyperion II to the death, lost eyesight); SQUADRON SUPREME #12 (battled Nighthawk and the Redeemers, disbanded the Squadron); SQUADRON SUPREME GRAPHIC NOVEL (attempted to save the universe from the expanding Nth Man); QUASAR #13 (with Squadron stranded on the Avengers' Earth, encountered Quasar, relocated to Project: Pegasus); QUASAR #14-16 (regained eyesight, accompanied Quasar and Makkari to the Stranger's laboratory world to rescue the Squadron, learned he was an Eternal); QUASAR #25 (with Whizzer and Spectrum, battled Deathurge)
Note: Hyperion I should not be confused with Hyperion II, the near-perfect duplicate that the Grandmaster created in his image out of extradimensional materials and imbued with artificial memories and metahuman powers, and was a member of the Squadron Sinister.

ICEMAN™



ICEMAN

BIOGRAPHICAL DATA

Real name: Robert "Bobby" Drake
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Adventurer
Former occupation: College student, accountant, member of X-Factor I
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Fort Washington, Long Island, New York
Marital status: Single
Known relatives: William Robert Drake (father), Madeline Beatrice Bass Drake (mother), Mary, Joel (cousins), Anne (aunt)
Known confidants: Professor Charles Xavier, Beast, Cyclops, Marvel Girl, Angel, Opal Tanaka, Cloud, William and Madeline Drake, (formerly) Lorna Dane (Polaris), Zelda (last name unrevealed)
Known allies: X-Men, Human Torch II, Champions of Los Angeles (Black Widow, Darkstar, Ghost Rider I, Hercules), Defenders (Cloud, Gargoyle II, Valkyrie), X-Factor II
Major enemies: Magneto, Juggernaut, Sentinels, Apocalypse, Infectia, Lords Cardinal of the Hellfire Club, Oblivion
Usual base of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State
Former bases of operations: Champions headquarters, Los Angeles, California; Defenders Mansion, Colorado Rockies; X-Factor headquarters, Manhattan, New York, X-Factor "Ship", Manhattan, New York
Current group membership: X-Men
Former group membership: Champions of Los Angeles, Defenders, X-Factor I
Extent of education: College

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 145 lbs
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant, received combat training at Professor Xavier's School and coaching from Black Widow and Hercules
Special skills and abilities: Trained in accounting
Superhuman physical powers: The ability to lower his external and internal body temperature without harm to himself (to -105F within a few seconds), thereby

projecting intense coldness from his body; ability to freeze any local air moisture into super-hard ice (and thereby form ice-slides, ladders, shields, bats, etc.), immunity to sub-zero temperatures
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Genetic mutation

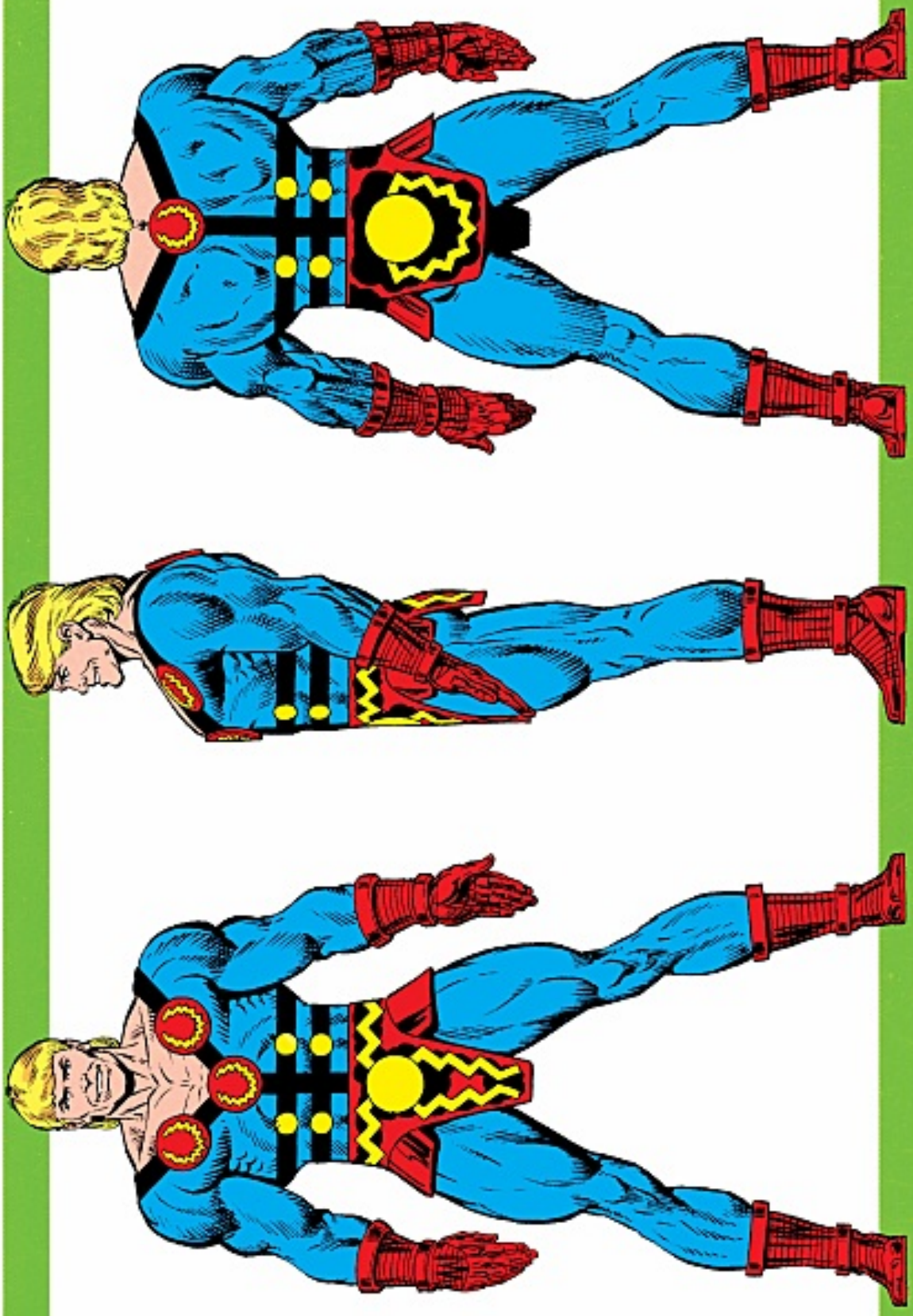
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made of unstable molecules, resistant to cold and moisture
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: X-Men Blackbird jet, self-made ice slides
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #1
Origin issue: X-MEN Vol. 1 #44-46, ICEMAN #1
Significant issues: X-MEN Vol. 1 #1 (appeared in original snow covered form, first battled Magneto); X-MEN Vol. 1 #4 (first clashed with Brotherhood of Evil I); X-MEN Vol. 1 #8 (first appeared in ice covered form); STRANGE TALES Vol. 1 #120 (first teamed with Human Torch II); X-MEN Vol. 1 #10 (visited Savage Land, first met Ka-Zar); X-MEN Vol. 1 #13 (first battled Juggernaut); X-MEN Vol. 1 #14-17 (first battled Sentinels, was badly injured); X-MEN Vol. 1 #18 (battled Magneto by himself); X-MEN Vol. 1 #34 (first visited Subterranea); X-MEN Vol. 1 #47 (with Beast, battled Maha Yogi); X-MEN Vol. 1 #94 (left X-Men); CHAMPIONS #1-3 (became founding member of the Champions of Los Angeles); SPECTACULAR SPIDER-MAN #17 (Champions disbanded); INCREDIBLE HULK #7 (abducted by Master Mold, alongside Angel, encountered Hulk); MARVEL TWO-IN-ONE #76 (aided Thing in battling Circus of Crime); UNCANNY X-MEN #145-146 (briefly rejoined X-Men to rescue captives of Miss Locke); DEFENDERS #122-123, 125 (reunited with Beast; encountered Cloud; joined Defenders); DEFENDERS #127-129 (battled Professor Power's Secret Empire); ICEMAN #1-4 (encountered Mirage III, "daughter" of Oblivion; journeyed back in time and met his parents before he was born; battled Oblivion and Mirage III; achieved reconciliation with his parents); X-FACTOR #1 (rejoined with original members of the X-Men to found X-Factor I); X-FACTOR #6 (first encountered Apocalypse); THOR #377-378 (captured by Loki, who extracted his powers to restore size of Frost Giants; rescued by Thor); X-FACTOR #19 (defeated Apocalypse's Horsemen); X-FACTOR #29-31 (menaced by Infectia); X-FACTOR #63-64 (fought Tatsu Clan of Yakuza to save girlfriend Opal Tanaka); UNCANNY X-MEN #281/X-MEN Vol. 2 #1 (rejoined the X-Men)

IKARIS™



IKARIS

BIOGRAPHICAL DATA

Real name: Ikaris (original name unrevealed)
Other current aliases: None
Former aliases: "Iceberg" Ike Harris
Dual identity: The fact that Ikaris is an Eternal has been publicly revealed but is generally disbelieved by the Earth's populace.
Current occupation: Prime Eternal (leader of Earth's Eternals)
Former occupation: Archaeologist's guide, professional wrestler
Citizenship: Olympia
Legal status: No criminal record
Place of birth: City of Polaria, Siberia, former U.S.S.R.
Marital status: Widower many times over
Known relatives: Ikaris (son, deceased), Virako (father, deceased), Valkin
Known confidants: Thena, Karkas, Makkari, (former) Margo Damian (deceased), Dr. Daniel Damian (deceased)
Known allies: Thena, Sersi, Makkari, other Eternals of Earth, Karkas, Ransak the Reject, Avengers, Iron Man II, High Evolutionary; (former) Zuras (deceased), Ajak (deceased)
Major enemies: Ghaur, Dromedan, Deviants, Maelstrom (deceased), Blastaar; (former) Brother Tode, Druig, Brother Visara (all deceased), Kro
Usual base of operations: Olympia, Greece
Former bases of operations: City of Polaria, Siberia; ancient Greece
Current group membership: Eternals of Earth
Former group membership: Polar Eternals
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 230 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Flight speed: Supersonic
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Highly formidable and skilled hand-to-hand combatant
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Ikaris has the ability to manipulate cosmic energy, granting him virtual invulnerability; the ability to project cosmic energy from eyes or hands in the form of heat, light, or concussive force
Superhuman mental powers: Total men-

tal control over physical form, granting virtual immortality; ability to levitate himself and thereby fly at superhuman speed; low-level psychic abilities, enabling him to cast illusions disguising his appearance and to read the mind of anyone with lesser psychic ability; psionic ability to rearrange molecular structure of objects, ability to teleport himself and others
Special limitations: None
Source of superhuman powers: Member of the race of superhumans known as the Eternals

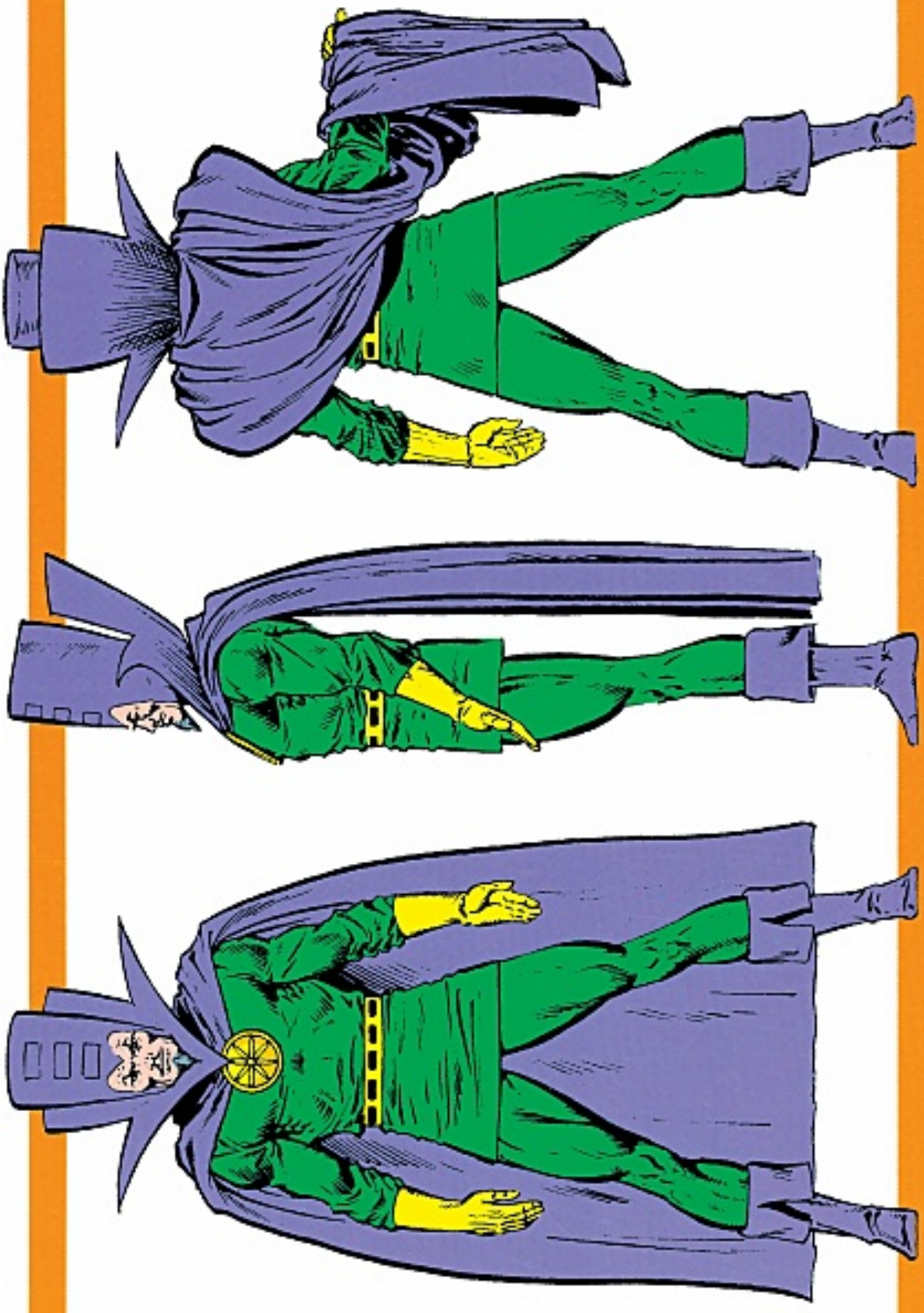
PARAPHERNALIA

Costume specifications: Composed of unknown metals
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Self-levitation, self-teleportation, various Eternal vehicles
Design and manufacture of paraphernalia: Eternal craftsmen

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #1
Origin issue: Ikaris's origin is as yet unrevealed.
Significant issues: ETERNALS Vol. 1 #1-4 (witnessed the arrival of the Fourth Celestial Host on Earth); ETERNALS Vol. 1 #6 (publicly revealed himself as an Eternal); ETERNALS Vol. 1 #14-16 (battled "cosmic Hulk" robot); ETERNALS Vol. 1 #17 (fought Dromedan); ETERNALS Vol. 1 #19 (clashed with Druig at the Pyramid of the Winds); THOR #284-289 (first encountered Thor I); THOR #291-292 (participated in Eternals battle against Olympian gods); THOR #301 (learned of the demise of Zuras); WHAT IF Vol. 1 #29 (revealed how he first encountered Inhumans); IRON MAN ANNUAL #6 (captured with other Eternals by Deviant army, joined with other Eternals and Iron Man II in defeating Deviants); AVENGERS #246-248 (battled Maelstrom alongside other Eternals and Avengers, was selected by the Uni-Mind to stay on Earth); ETERNALS Vol. 2 #1-12 (deposed Thena as Prime Eternal; battled Ghaur alongside Eternals, Thor, and West Coast Avengers; buried deceased Margo Damian); SILVER SURFER ANNUAL #1 (with other Eternals, captured Silver Surfer on behalf of High Evolutionary); AVENGERS #310 (seemingly killed by Blastaar, returned to life); ETERNALS: THE HEROD FACTOR (captured by Brother Visara, freed by Kro, exposed Dr. Damian as Eternals' enemy, battled transformed Ajak)

IMMORTUS™



IMMORTUS

BIOGRAPHICAL DATA

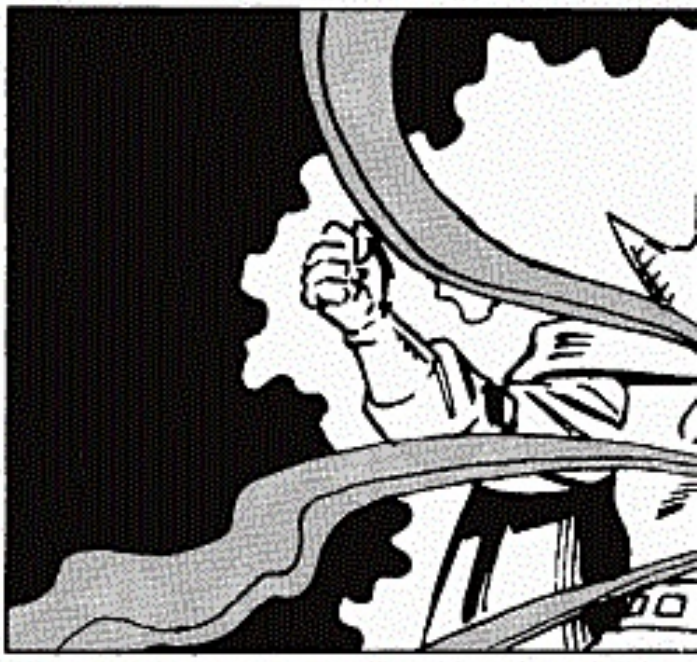
Real name: Unrevealed
Other current aliases: None
Former aliases: Rama Tut, Kang
Dual identity: Secret
Current occupation: Ruler of Limbo
Former occupation: Adventurer, conqueror, pharaoh
Citizenship: Formerly 31st Century Earth
Legal status: No criminal record
Place of birth: Somewhere on 31st Century Earth
Marital status: Single
Known relatives: Nathaniel Richards (ancestor)
Known confidants: None
Known allies: Tempus, the Space Phantom, the Avengers, the Legion of the Unliving III (Oort, Left-Winger, Right-Winger, Black Knight III, Toro, the Swordsman, Iron Man of 2020)
Major enemies: The Avengers
Usual base of operations: The extradimensional realm of Limbo
Former bases of operations: 31st Century Earth, 40th Century Earth, Egypt, circa 2950 B.C.
Current group membership: None
Former group membership: None
Extent of education: Unrevealed; tutored by the Time-Keepers

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 230 lbs.
Eyes: Green
Hair: Gray
Other distinguishing features: Moustache and goatee

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Advanced and extensive knowledge of travel through and manipulation of time
Superhuman physical powers: None
Superhuman mental powers: None



Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

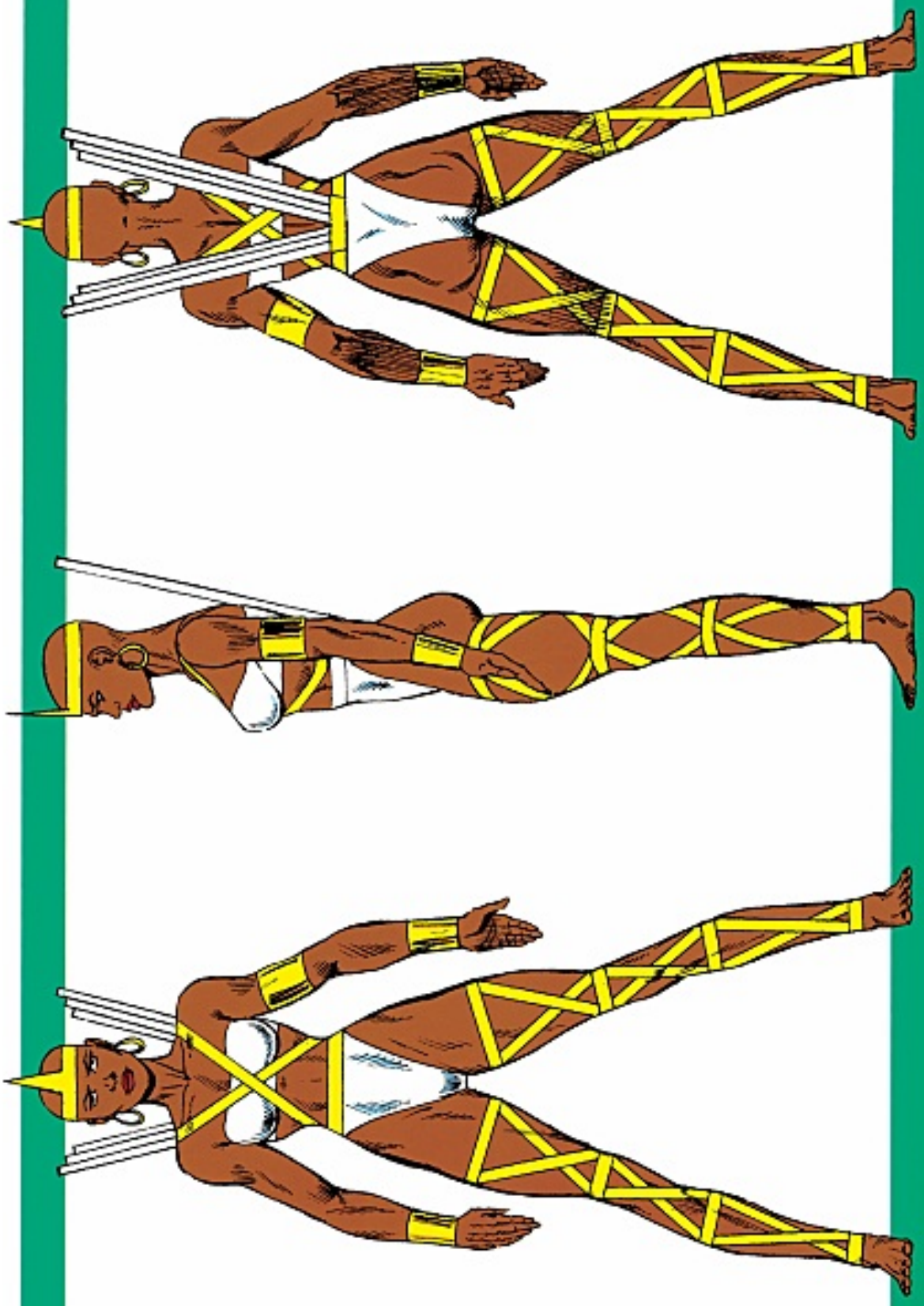
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: A wide variety of instrumentation for manipulation of and travel through time
Transportation: Interdimensional teleportation
Design and manufacture of paraphernalia: Immortus

BIBLIOGRAPHY

First appearance: AVENGERS #10

Origin issue: GIANT-SIZE AVENGERS #3
Significant issues: AVENGERS #10 (first attempted destruction of the Avengers through the use of mythological figures as combatants); AVENGERS #131 (allied with Kang the Conqueror in Kang's scheme against the Avengers); AVENGERS #132 (betrayed by Kang, imprisoned while Kang utilized Immortus's advanced technology to create first Legion of the Unliving); GIANT-SIZED AVENGERS #3 (freed by Avengers; revealed to be future persona of Pharaoh Rama-Tut and Kang the Conqueror; offered to aid Vision in learning his past); GIANT-SIZED AVENGERS #4 (officiated at double wedding of Vision/Scarlet Witch and Mantis/Swordsman); AVENGERS #141 (travelled to Old West with Thor and Moondragon in pursuit of Kang); AVENGERS #143 (assisted Avengers in defeat of Kang); THOR #281-282 (allied with Space Phantom and Tempus, removed the time travel enchantment from Thor's uru hammer); AVENGERS WEST COAST #48 (revealed to have long-term plot for manipulation of Avengers); AVENGERS WEST COAST #53, 55, 59 (deleted various time-line universes); AVENGERS WEST COAST #61 (plot to use Scarlet Witch to become "absolute master of time" revealed; sent Legion of the Unliving III to destroy the Avengers); AVENGERS WEST COAST #62 (rendered catatonic by Time-Keepers as punishment for attempt to overthrow their rule)

IMPALA™



IMPALA

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None known
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Professional criminal
Citizenship: Unreveled
Legal status: No known criminal record
Place of birth: Somewhere in Zambia, West Africa
Marital status: Presumably single
Known relatives: None
Known confidants: Asp II, Black Mamba
Known allies: Bad Girls Inc. (Asp II, Black Mamba, Diamondback II),
Major enemies: Battleaxe, Steel Wind, Golddigger, Snapdragon; (alleged) Voortrekker, Coal Tiger I
Usual base of operations: Mobile
Former bases of operations: Unrevealed
Current group membership: Bad Girls Inc.
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 159 lbs.
Eyes: Brown
Hair: Black (shaves her head bald)
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Peak human
Reflexes: Athlete
Fighting skills: Highly adept hand-to-hand combatant
Special skills and abilities: Olympic-level javelin thrower with unerring aim
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Synthetic stretch fabrics
Personal weaponry: A number of interlocking javelins varying in length from 1.5' to 2', some with sharpening points, carried in miniature quiver on her back (can be used as throwing weapons or locked together to form vaulting poles)
Special weaponry: None
Other accessories: None
Transportation: Serpent-saucer
Design and manufacture of paraphernalia: (saucer) Advanced Idea Mechanics

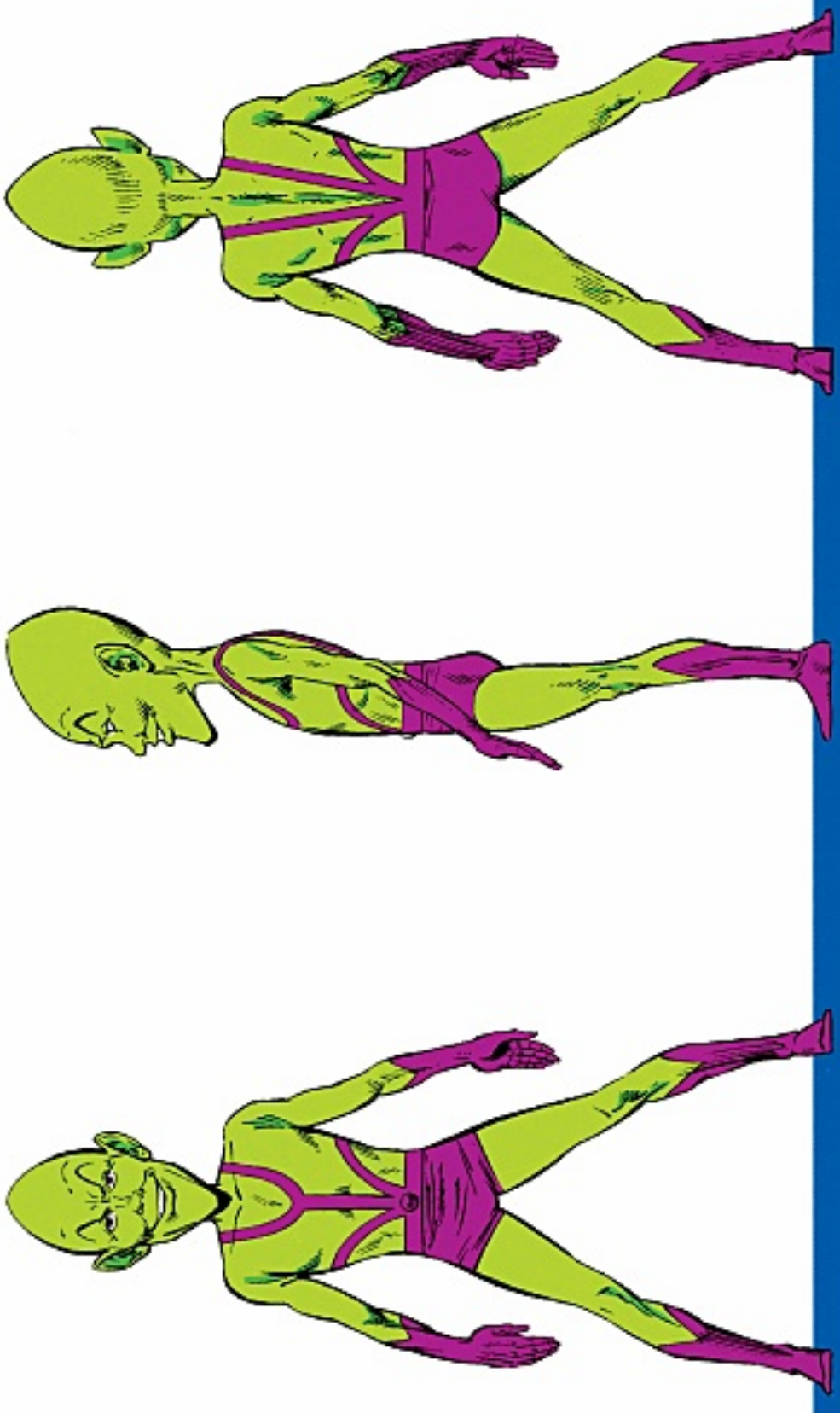
BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #388

Origin issue: Impala's origin is as yet unrevealed.

Significant issues: CAPTAIN AMERICA #388-391 (with other female costumed criminals, invited aboard Superia's cruise ship; with Black Mamba, helped battle Captain America, and Paladin); CAPTAIN AMERICA #395-397 (helped Asp II and Black Mamba battle Battleaxe, Golddigger and Steel Wind in "Bar with No Name"; with Black Mamba, learned Snapdragon was responsible for the attempted murder of Diamondback II, alongside Black Mamba and Asp II, battled Battleaxe, Steel Wind, and Golddigger in "Bar With No Name," broke into former Serpent Society headquarters, battled Sersi, took abandoned Serpent Saucer); CAPTAIN AMERICA #411 (among the superhumans attending AIM's Weapons Exposition)

IMPOSSIBLE MAN™



IMPOSSIBLE MAN

BIOGRAPHICAL DATA

Real name: Poppupians have no names.
Other current aliases: Impy
Former aliases: None
Dual identity: None
Current occupation: Prankster, hedonist, student of Earth's popular culture, progenitor of the New Poppunian race
Former occupation: None
Citizenship: The planet Poppup
Legal status: No criminal record
Place of birth: Poppupoopu, Poppup
Marital status: Inapplicable
Known relatives: impossible Woman (mate), Impossible Kids (children/clones of Impossible Man and Impossible Woman
Known confidants: None
Known allies: Fantastic Four
Major enemies: None
Usual base of operations: Mobile
Former bases of operations: The planet Poppup
Current group membership: None
Former group membership: Poppupian race (group intelligence)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 4"
Weight: 165 lbs.
Eyes: Purple
Hair: None (except black eyebrows)
Other distinguishing features: Green skin, oblong pointed head

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Superhuman
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: Encyclpedic knowledge of Earth's popular culture
Superhuman physical powers: Ability to take on virtually any form by rearranging his bodily molecules, including adapting the powers of superhuman beings; abiltiy to survive in a vaccum and without food, water, or oxygen for months by lowering his metabolic state, as in hibernation
Superhuman mental powers: Self-levitation
Special limitations: None known (some texts have asserted that the Impossible Man is unable to change color, although previous texts had demonstrated his ability to do so)
Source of superhuman powers: Alien physiology

PARAPHERNALIA

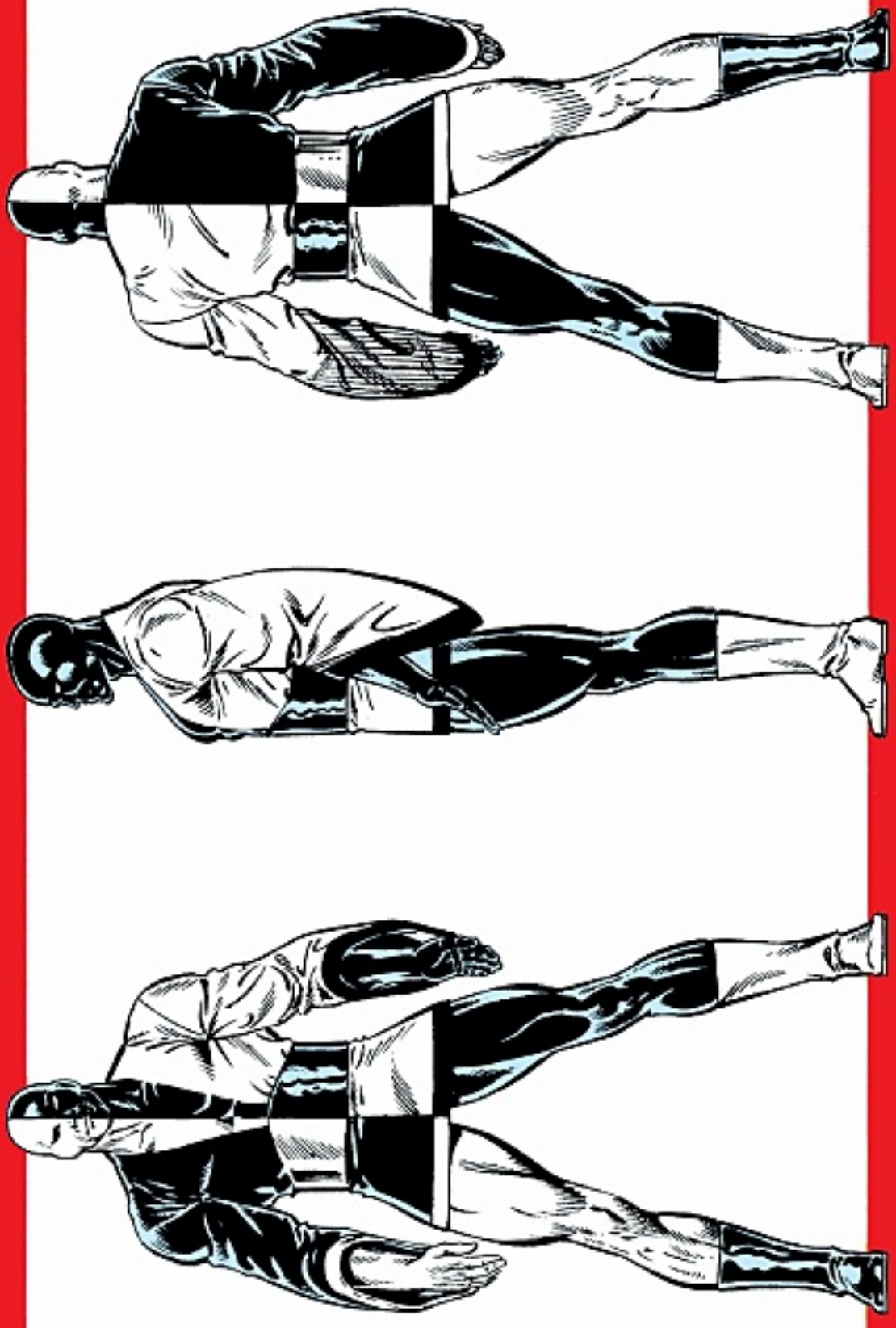
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None

Other accessories: None
Transportation: Self-motivation; in space, by transforming into a starship
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #11
Origin issue: FANTASTIC FOUR #11
Significant issues: FANTASTIC FOUR #11 (first visited Earth, drove the Fantastic Four to distraction with his antics; tricked into departing by Mr. Fantastic); FANTASTIC FOUR #175-179, 181-188 (home planet destroyed by Galactus, returned to Earth with Fantastic Four, visited Marvel Comics offices, became fan of Earth's popular culture, peripherally involved in battles between fantastic Four and various foes); MARVEL-TWO-IN-ONE #27 (aided Fantastic Four by impersonating President Jimmy Carter); FANTASTIC FOUR #193-195 (visited Hollywood with Invisible Woman); MARVEL-TWO-IN-ONE #60 (helped the Thing defeat the Terrible Trio; split in wo form his mate, Impossible Woman); MARVEL-TWO-IN-ONE #86 (visited the Thing with Impossible Woman and Impossible Kids); SPIDER-WOMAN (hired Jessica Drew to locate missing Impossible Woman); X-MEN ANNUAL #7 engaged in world wide scavenger hunt, encountered X-Men); NEW MUTANTS ANNUAL #3 (engaged in shape-changing duel with Warlock III); EXCALIBUR #14 (populated mixed-up alternate Earth for his own amusement, subsequently destroyed by Galactus); SILVER SURFER Vol. 3 #33 (encountered Silver Surfer); SILVER SURFER Vol. 3 #36 (resolved to help Silver Surfer achieve a sense of humor); IMPOSSIBLE MAN SUMMER VACATION SPECTACULAR #1 (returned to Earth with family on vacation; encountered Spider-Man, Dr. Strange, and the Punisher; departed Earth to visit Skrull Empress S'Byll); IMPOSSIBLE MAN SUMMER VACATION #2 (returned to Earth in search of missing offspring)

IN-BETWEENER™



IN-BETWEENER

BIOGRAPHICAL DATA

Real name: In-Betweener
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Servant of the conceptual entities Lord Chaos and Master Order
Former occupation: None
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: Unrevealed
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Major enemies: Adam Warlock, Galactus
Usual base of operations: An unnamed extradimensional realm
Former bases of operations: Same
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: Variable
Weight: Variable
Eyes: (right) Black (left) White
Hair: None
Other distinguishing features: The right half of the In-Betweener's body is solid white, while the left side is solid black

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Flight speed: Warp speed
Stamina: Immeasurable
Durability: Totally indestructible
Agility: Metahuman
Reflexes: Metahuman
Fighting skills: Minimal
Special skills and abilities: Understanding of the forces of time and space far beyond human comprehension
Superhuman physical powers: Virtually unlimited ability to manipulate time, space, matter and energy
Superhuman mental powers: Virtually unlimited abilities across the entire range of psionic powers
Special limitations: Although he possesses power to alter reality on a cosmic scale, the In-Betweener is neither all-knowing or infallible. Indeed, within the parameters of the In-Betweener's existence are both power and weakness, ignorance and wisdom.
Source of superhuman powers: The In-Betweener is an abstract creation of the conceptual beings Lord Chaos and Master Order, intended to be a synthesis of all dualistic concepts in the universe.

PARAPHERNALIA

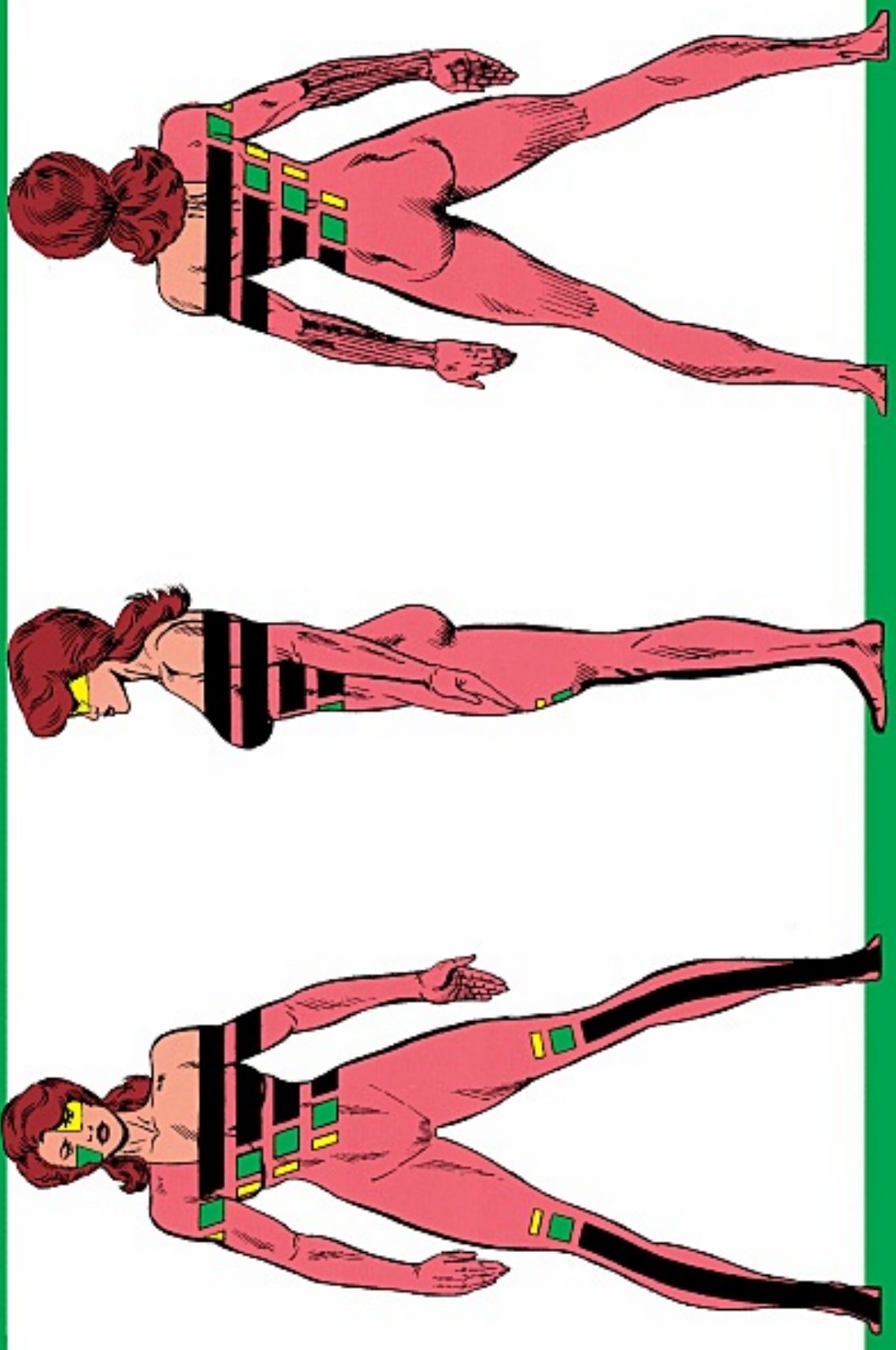
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Interdimensional telepor-

tation
Design and manufacture of paraphernalia: Unknown

BIBLIOGRAPHY

First appearance: WARLOCK #10
Origin issue: The details of the In-Betweener's creation are unrevealed.
Significant issues: WARLOCK #10 (sent by Lord Chaos and Master Order to abduct Adam Warlock and transform him into the Magus); WARLOCK #11 (failed to transform Warlock into the Magus when Warlock travelled through time to make that action impossible); DOCTOR STRANGE #26-28 (revealed to be the power behind the group of sorcerers known as the Creators' plan to alter the fabric of reality; sought to impose his own concept of balance upon the universe; battled Dr. Strange; defeated when Strange alerted his masters, Lord Chaos and Master Order, to his scheme); SILVER SURFER #17 (attempted to escape subservience to Chaos and Order by supplanting Galactus's role in this universe; allied with Elders of the Universe in their plan against Galactus); SILVER SURFER #17 (battled Galactus; imprisoned for his transgressions by Chaos and Order); THANOS QUEST #1 (freed from Chaos and Order's prison by Thanos; tricked by Thanos into surrendering his Soul Gem to Thanos; re-captured by Chaos and Order)

INERTIA™



INERTIA

BIOGRAPHICAL DATA

Real name: Edith Freiberg
Aliases at time of death: None
Former aliases : None
Dual identity: Publicly known on "Other-Earth"
Occupation at time of death: Adventurer
Former occupation: Subversive
Citizenship: Naturalized citizen of the United States of "Other-Earth" (Earth-S)
Legal status: No criminal record
Place of birth: Unrevealed
Place of death: Interplanetary space
Cause of death: Sucked through a breach in space causing instantaneous death when she tried to halt the Nth Man I's encroachment into "Other-Earth's" universe
Marital status: Single
Known relatives: None
Known confidants: Haywire
Known allies: Nighthawk I (deceased), Nighthawk's Redeemers, the Squadron Supreme, Professor Imam, Master Menace, the Scarlet Centurion
Major enemies: Nth Man I, (former) the Squadron Supreme
Base of operations at time of death: Squadron City, Great American Desert
Former base of operations: Kyle Richmond's mansion, Cosmopolis, New Troy
Group membership at time of death: The Squadron Supreme
Former group membership: The Redeemers
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 4"
Weight: 119 lbs.
Eyes: Brown
Hair: Auburn
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: None known
Superhuman physical powers: None
Superhuman mental powers: Ability to transfer inertia (momentum) from one object or person to another
Special limitations: None known
Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Access to all Squadron air, land, and sea vehicles

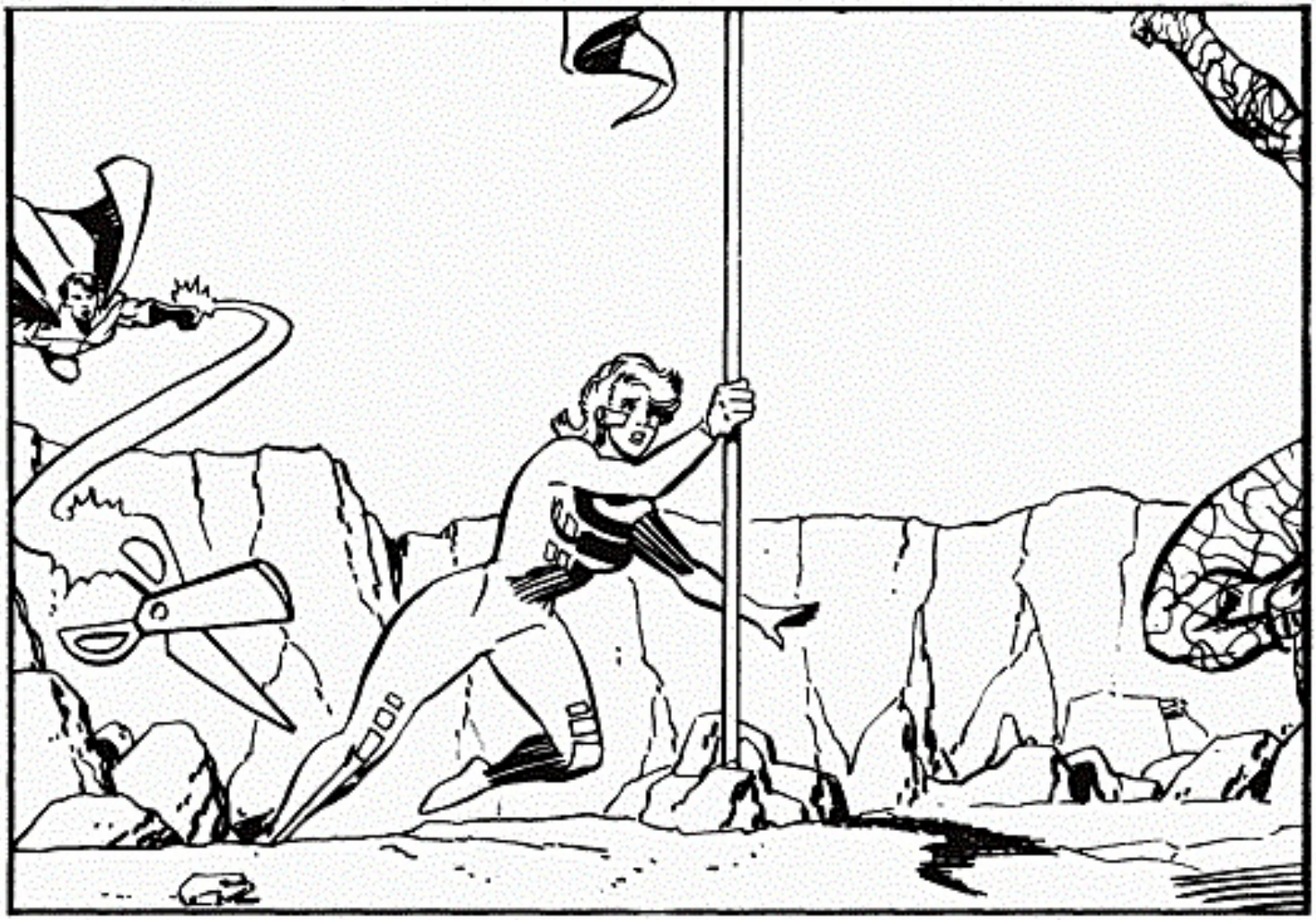
Design and manufacture of paraphernalia: Tom Thumb

BIBLIOGRAPHY

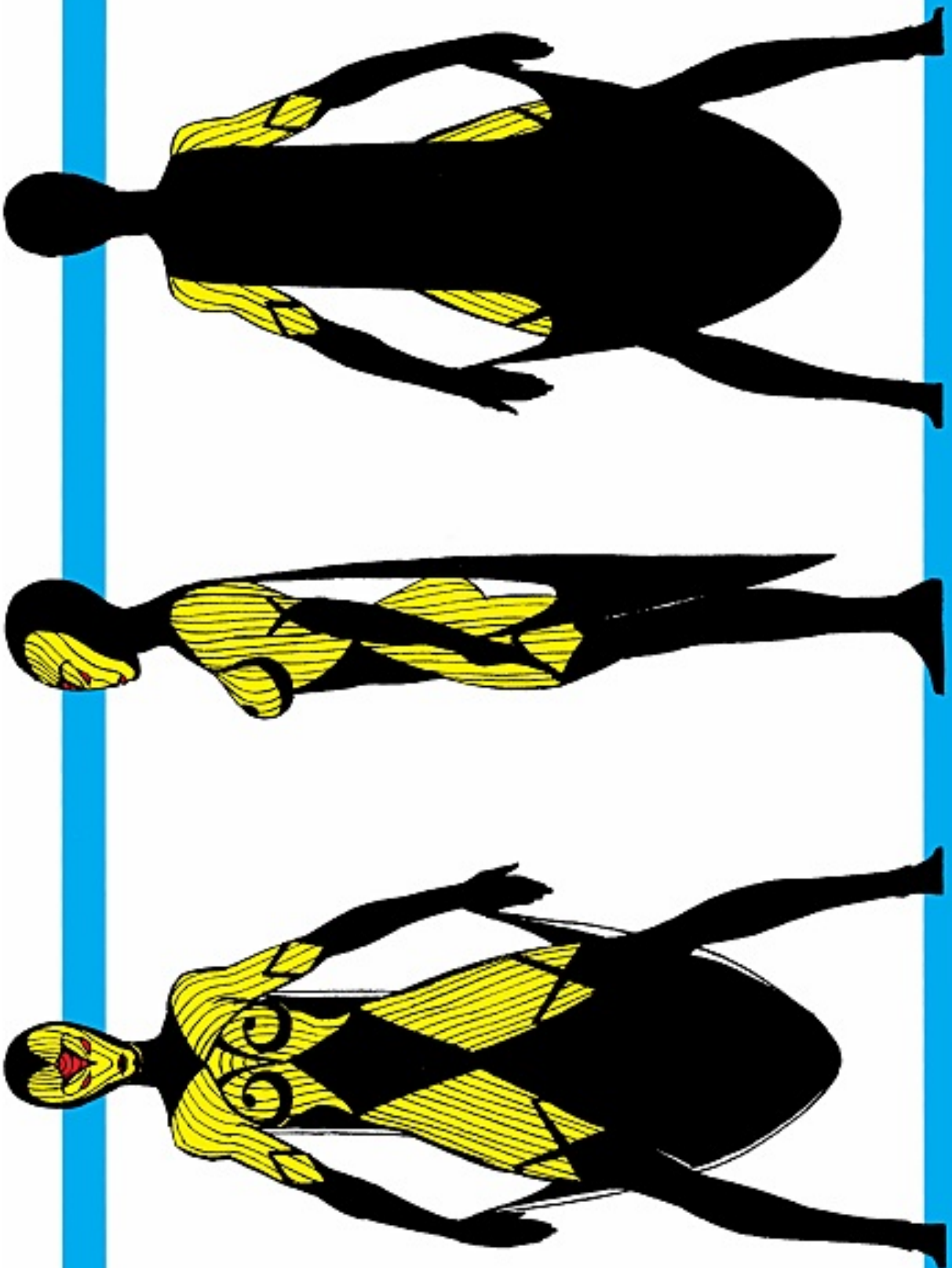
First appearance: SQUADRON SUPREME #10

Origin issue: Inertia's origin is as yet unrevealed.

Significant issues: SQUADRON SUPREME #10 (alongside Nighthawk I's Redeemers, plotted to overthrow the Squadron Supreme's rule of America); SQUADRON SUPREME #11 (revealed to have joined Squadron Supreme as double agent); SQUADRON SUPREME #12 (alongside Nighthawk's Redeemers, attacked Squadron Supreme; battled Power Princess; defeated by Dr. Spectrum); SQUADRON SUPREME GRAPHIC NOVEL (alongside Squadron Supreme, Professor Imam, and Master Menace, attacked the Nth Man I; sucked through a breach in space and died)



INFINITY™



INFINITY

BIOGRAPHICAL DATA

Real name: Inapplicable
Other current aliases: None known
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of Infinity's existence
Current occupation: Abstract entity, personification of sum total of all that exists along the spatial axis of the universe
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: None
Place of self-awareness: The universe
Marital status: Inapplicable; though in a certain sense she is the mate of Eternity
Known relatives: Inapplicable
Known confidants: None
Major allies: Eternity, (former) Quasar
Major enemies: Oblivion, Death, Maelstrom, Thanos, Magus I
Usual base of operations: The universe; the Dimension of Manifestations
Former bases of operations: Inapplicable
Current group membership: None
Former group membership: None
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: Infinite; though her manifestation has sometimes assumed a form approximately 100'
Weight: Infinite
Eyes: Inapplicable; though her manifestation has sometimes assumed red pupilless eyes
Hair: Inapplicable
Other distinguishing features: An abstract entity, Infinity has no physical body per se; this description is for the distinctive manifestation which has been perceived by certain humanoids as an ectomorphic female with contour lines across her musculature.

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Speed: Incalculable
Stamina: Immeasurable
Durability: Totally indestructible
Agility: Inapplicable
Reflexes: Immeasurable
Fighting skills: Inapplicable
Special skills and abilities: Inapplicable
Superhuman physical powers: Unlimited ability to manipulate time, space, matter, energy, magic for virtually any purpose
Superhuman mental powers: See above
Special limitations: May not be able to exist without Eternity
Source of superhuman powers: Infinity is the supreme Space Being of the universe. Eternity is the supreme Time Being of the universe. Together they comprise the space-time continuum within which the universe and all things in it exist.

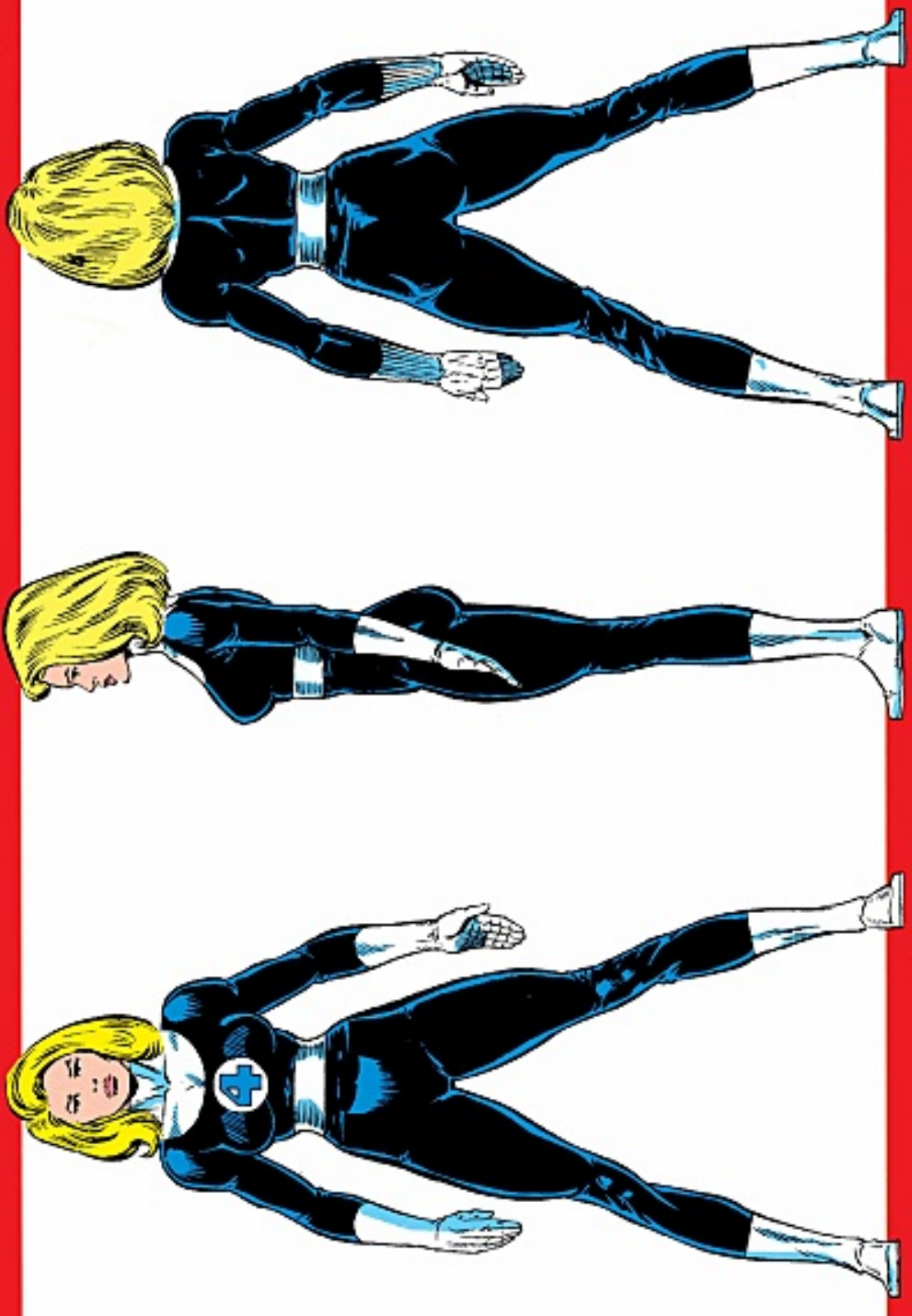
PARAPHERNALIA

Costume specifications: Inapplicable, though her manifestation has sometimes assumed the pattern of a stretch garment
Personal weaponry: Inapplicable
Special weaponry: Inapplicable
Other accessories: Inapplicable
Transportation: Infinity exists everywhere in the universe simultaneously, and therefore has no need for transportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (as force tapped by Odin) THOR #184, (manifestation) QUASAR #24
Origin issue: Infinity's origin is as yet unrevealed.
Significant issues: THOR #184-188 (Infinity's force perceived by Odin and inadvertently tapped, creating an astronomical manifestation extinguishing stars in Asgard dimension; Odin went to World Beyond to investigate it, became mentally unhinged while contemplating power, combined mystical might of Asgard directed by Thor prevented a permanent merging with Odin-like Infinity-manifestation); QUASAR #24 (contacted astral form of Quasar which she appointed her avatar against Maelstrom's machinations); QUASAR #25 (with Quasar as her avatar, and Maelstrom as Oblivion's avatar, struggled with Oblivion metaphysically to restore equilibrium of forces of the universe; prevailed, relationship to Eternity revealed in negotiation with Oblivion and Death); QUASAR #37 (approached by Quasar in his quest for Eternity in the Dimension of Manifestations, ignored him); INFINITY WAR #6 (in a composite manifestation with Eternity, appeared to the Magus I in order to help Adam Warlock loosen his grip on the fabric of reality)

INVISIBLE WOMAN™



INVISIBLE WOMAN

BIOGRAPHICAL DATA

Real name: Susan Storm Richards
Other current aliases: None
Former aliases: Invisible Girl; Malice II, Mistress of Hate; Susan Benjamin
Dual identity: Publicly known
Current occupation: Adventurer
Former occupation: Actress, housewife
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Glenville, Long Island, New York
Marital status: Married
Known relatives: Franklin Storm (father, deceased), Mary Storm(mother, deceased), Jonathan Storm (Human Torch II, brother), Reed Richards (Mister Fantastic, husband), Franklin Richards (Tattletale, son), Nathaniel Richards (father-in-law), Lyja (sister-in-law, presumed deceased)
Known confidants: Reed Richards, Johnny Storm, Ben Grimm (Thing), Alicia Masters, Franklin Richards, Jennifer Walters (She-Hulk), Crystal, Namor the Sub-Mariner, Agatha Harkness
Known allies: The Fantastic Four, Namor the Sub-Mariner, Black Panther, Silver Surfer, Inhumans Royal family, Wyatt Wingfoot, Agatha Harkness, Avengers, Spider-Man, Daredevil
Major enemies: Psycho-Man, Doctor Doom, Galactus, Annihilus, Blastaar, Frightful Four, Mad Thinker, Mole Man, Puppet Master, Rama-Tut/Kang, Red Ghost, Skrulls
Usual base of operations: Four Freedoms Plaza, New York City
Former bases of operations: Central City, California; Baxter Building, New York City
Current group membership: Fantastic Four, Avengers reserve
Former group membership: Avengers
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 120 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, coached by Thing and She-Hulk
Special skills and abilities: Possesses leadership quality, acts as Fantastic Four leader in Mister Fantastic's absence, talented actress
Superhuman physical powers: None
Superhuman mental powers: Psionic

ability to manipulate ambient cosmic energy for the following effects. Can mentally bend light around herself without distortion to render herself invisible. Somehow, she enables light to penetrate her eyes so she can see while invisible. Her body cells produce an unknown form of energy that she can mentally project around other persons or objects to render them invisible. Can use this energy to render visible persons and objects rendered invisible by other means, and energy that is normally invisible. Her brain cells produce psionic force that she can project in relatively simple forms (rectangular planes, globes, cylinders, cones, domes, etc.). Can mentally project protective force fields that are highly resistant to concussive forces. Can travel through the air by projecting columns of psionic force beneath her.

Special limitations: Formerly could not use her invisibility and force field powers simultaneously. Formerly could not render herself and a person or object not in contact with her invisible simultaneously.

Source of superhuman powers: Mutagenic effects of cosmic radiation

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric made of "unstable molecules"

Personal weaponry: None

Special weaponry: None

Other accessories: None known

Transportation: Fantasti-Car, Pogo Plane, or various other Fantastic Four vehicles

Design and manufacture of paraphernalia: Reed Richards

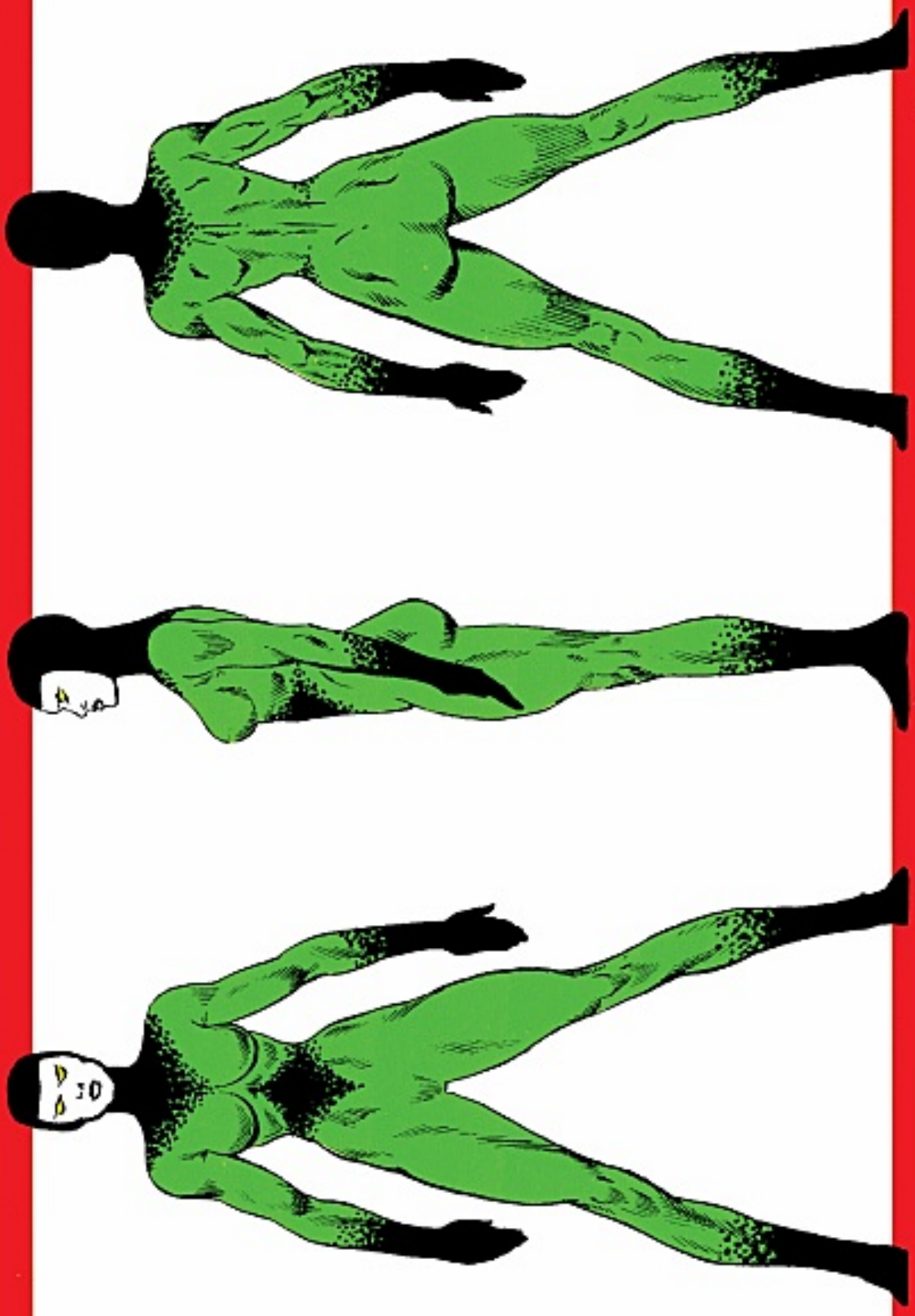
BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #1

Origin issue: FANTASTIC FOUR #1, 32

Significant issues: FANTASTIC FOUR #1 (gained superhuman powers, joined Fantastic Four, first battled Mole Man); FANTASTIC FOUR #2 (first fought Skrulls); FANTASTIC FOUR #4 (first met Sub-Mariner, who became attracted to her); FANTASTIC FOUR #5 (first encountered Doctor Doom); FANTASTIC FOUR ANNUAL #3 (married Reed Richards); FANTASTIC FOUR #48-50 (first encountered Galactus and Silver Surfer); FANTASTIC FOUR ANNUAL #5 (announced her pregnancy); FANTASTIC FOUR ANNUAL #6 (gave birth to Franklin); FANTASTIC FOUR #130 (separated from her husband, quit Fantastic Four); FANTASTIC FOUR #149 (reconciled with Reed, rejoined Fantastic Four); FANTASTIC FOUR #267-268 (second child stillborn); FANTASTIC FOUR #280-281 (fell under Psycho-Man's mental control, became Malice II, battled Fantastic Four, regained her free will); FANTASTIC FOUR #283 (took revenge on Psycho-Man); FANTASTIC FOUR #304-307 (along with Reed, left Fantastic Four); AVENGERS #300 (with Reed, joined Avengers); FANTASTIC FOUR #326 (with Reed, rejoined Fantastic Four)

ION™



ION

BIOGRAPHICAL DATA

Real name: Voletta Todd
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Nuclear physicist
Citizenship: United States of America
Legal status: Criminal record in the United States
Place of birth: Augusta, Georgia
Marital status: Single
Known relatives: Mark Todd (Blazing Skull I, uncle, presumed deceased)
Known confidants: None
Known allies: Superia, Dr. Nightshade, Superia's Femizons
Major enemies: Machine Man, Human Torch II, the Thing, Captain America, Paladin
Usual base of operations: Mobile within the United States
Former bases of operations: Island of Femizona; Alternative resources Center facility, New York City
Current group membership: None
Former group membership: Superia's Femizons
Extent of education: Ph. D. in nuclear physics

PHYSICAL DESCRIPTION

Height: (as Todd) 5' 6", (as Ion) Variable
Weight: (as Todd) 125 lbs., (as Ion) Variable
Eyes: (as Todd) Green, (as Ion) Variable
Hair: (as Todd) Red, (as Ion) None
Other distinguishing features: (as Todd) None, (as Ion) without her special costume, exists as a formless cloud of ionized gas

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Flight speed: Directed motion hovering
Stamina: Normal
Durability: Metahuman regenerative
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Extremely gifted nuclear physicist specializing in hydrogen fusion
Superhuman physical powers: Aside from the above listed attributes, the ability to exist as sentient ionized hydrogen gas surrounded by an electromagnetic field; ability to fire bolts of electromagnetic energy; ability to imbue metal objects with electromagnetic energy; ability to capture objects or opponents in her electromagnetic field
Superhuman mental powers: Ability to control her body and parts thereof in gas form while her head is not solid and her mind only exists in astral form
Special limitations: Ion's electromagnetic

field can be disrupted by a sufficiently powerful electric current; exposure to extreme cold can return Ion to human form
Source of superhuman powers: Transformed into being of ionized hydrogen gas by explosion of electromagnetically charged gas

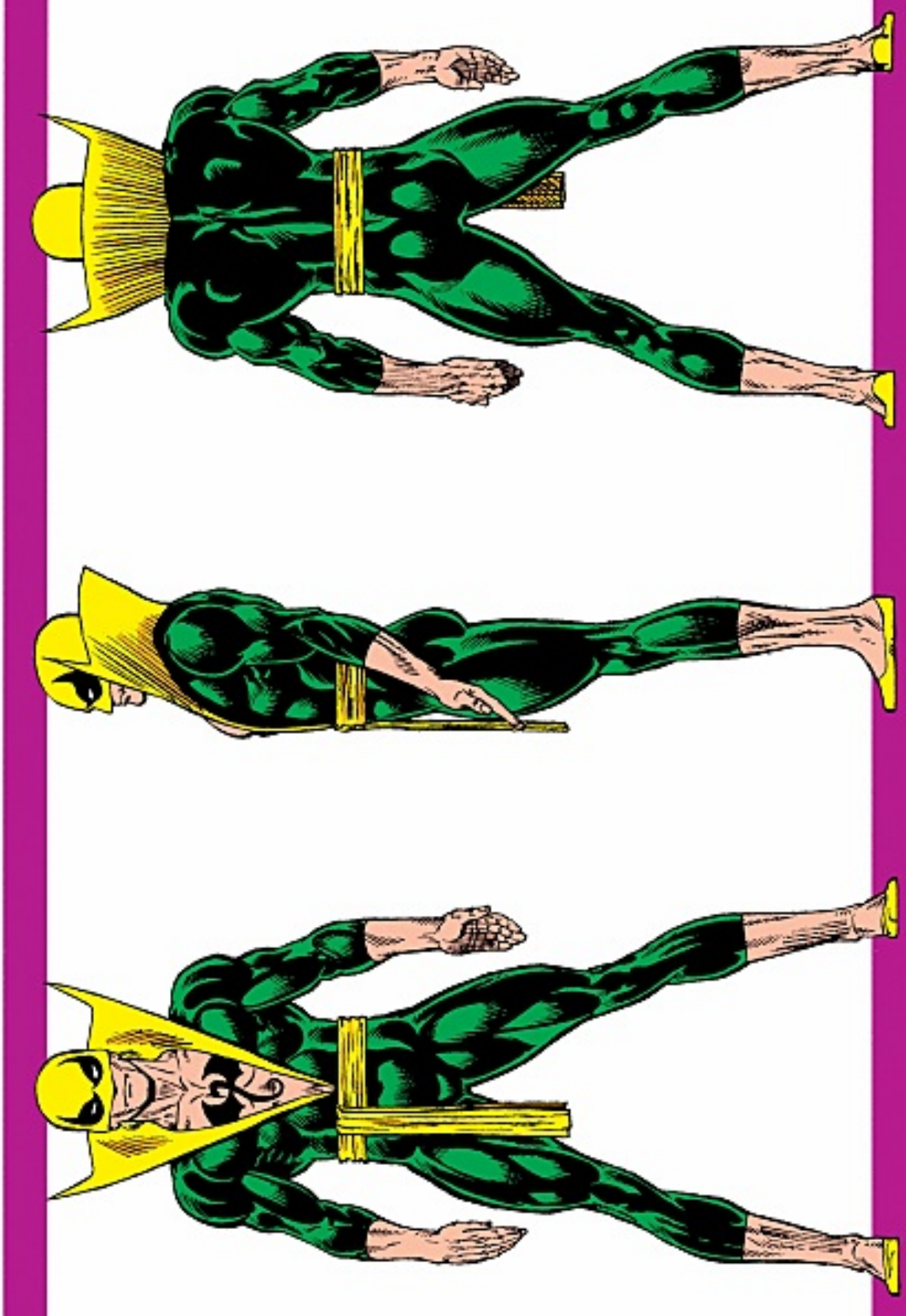
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric incorporating unstable molecules and devices which strengthen and maintain the electromagnetic field which defines her humanoid form
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: MACHINE MAN Vol. 1 #15
Origin issue: MACHINE MAN Vol. 1 #15
Significant issues: MACHINE MAN Vol. 1 #15 (caught in explosion of electromagnetically charged gas, transformed into ionized hydrogen gas; battled Machine Man, Human Torch II, and the Thing; sealed in cryogenic tube); CAPTAIN AMERICA #389-390 (among army of female superhumans gathered by Superia; alongside other female superhumans, battled Captain America and Paladin)

IRON FIST®



IRON FIST

BIOGRAPHICAL DATA

Real name: Daniel Thomas Rand-K'ai
Other current aliases: Daniel Thomas "Danny" Rand, the Living Weapon
Former aliases: None
Dual identity: Publicly known
Current occupation: Adventurer, co-owner of Rand-Meachum, Inc.
Former occupation: Warrior, professional bodyguard and detective
Citizenship: United States of America and K'un-L'un
Legal status: No criminal record
Place of birth: United States of America
Marital status: Single
Known relatives: Wendell Rand-K'ai (father, deceased), Heather Duncan Rand (mother, deceased), Miranda Rand-K'ai (sister, deceased), Yu-Ti (uncle), Lord Tuan (grandfather, deceased)
Known confidants: Misty Knight, Luke Cage, Colleen Wing
Known allies: Luke Cage, Daughters of the Dragon (Misty Knight, Colleen Wing), Prof. Lee Wing, Blackbyrd, Sons of the Tiger, Jade, Bowman, Jeryn Hogarth, Rafael Scarfe, Alan Cavenaugh, Lei Kung the Thunderer, Spider-Man, Shang Chi, White Tiger, Jack of Hearts, the X-Men, El Aguila, Daredevil, Namor the Sub-Mariner, Namorita
Major enemies: Master Khan, Ward Meachum (deceased), Yu-Ti, the H'ylthri, Dhasha Khan (deceased), Steel Serpent I (deceased), Steel Serpent II (deceased), Angar, Chaka, Sabretooth, the Super-Skrull
Usual base of operations: New York City
Former bases of operations: New York City
Current group membership: None
Former group membership: Partner of Luke Cage (Power Man II) in Heroes For Hire, Inc.
Extent of education: High school graduate (K'un-L'un equivalent)

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: Black dragon-shaped brand on his chest

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete, (summoning chi) Peak human
Speed: Athlete, (summoning chi) Peak human
Stamina: Athlete, (summoning chi) Peak human
Durability: Athlete, (summoning chi) Enhanced human regenerative
Agility: Athlete, (summoning chi) Peak human
Reflexes: Athlete, (summoning chi) Peak human

Fighting skills: Master of the martial arts of K'un-L'un, extremely adept combat gymnast and acrobat, expert with all martial arts weaponry of K'un-L'un
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attribute, Iron Fist has the ability to summon his chi, or natural energy, to spiritually reinforce his normal abilities, raising them temporarily to peak human levels; he can focus this power and the superhuman energy derived from the dragon Shou-Lao in his hand, making his fist temporarily superhumanly powerful and impervious to pain and injury
Superhuman mental powers: Ability to focus his chi and superhuman energy to heal or cure his own illnesses or injuries or to heal or cure another person; he also has the ability to fuse his consciousness temporarily with that of another person ("mind-melding")
Special limitations: Summoning of his chi for the "iron fist" technique mentally drains Iron Fist, who then requires time (up to an entire day) to recover before using it again
Source of superhuman powers: Training by Lei Kung the Thunderer and infusion of superhuman energies of the dragon Shou-Lao the Undying

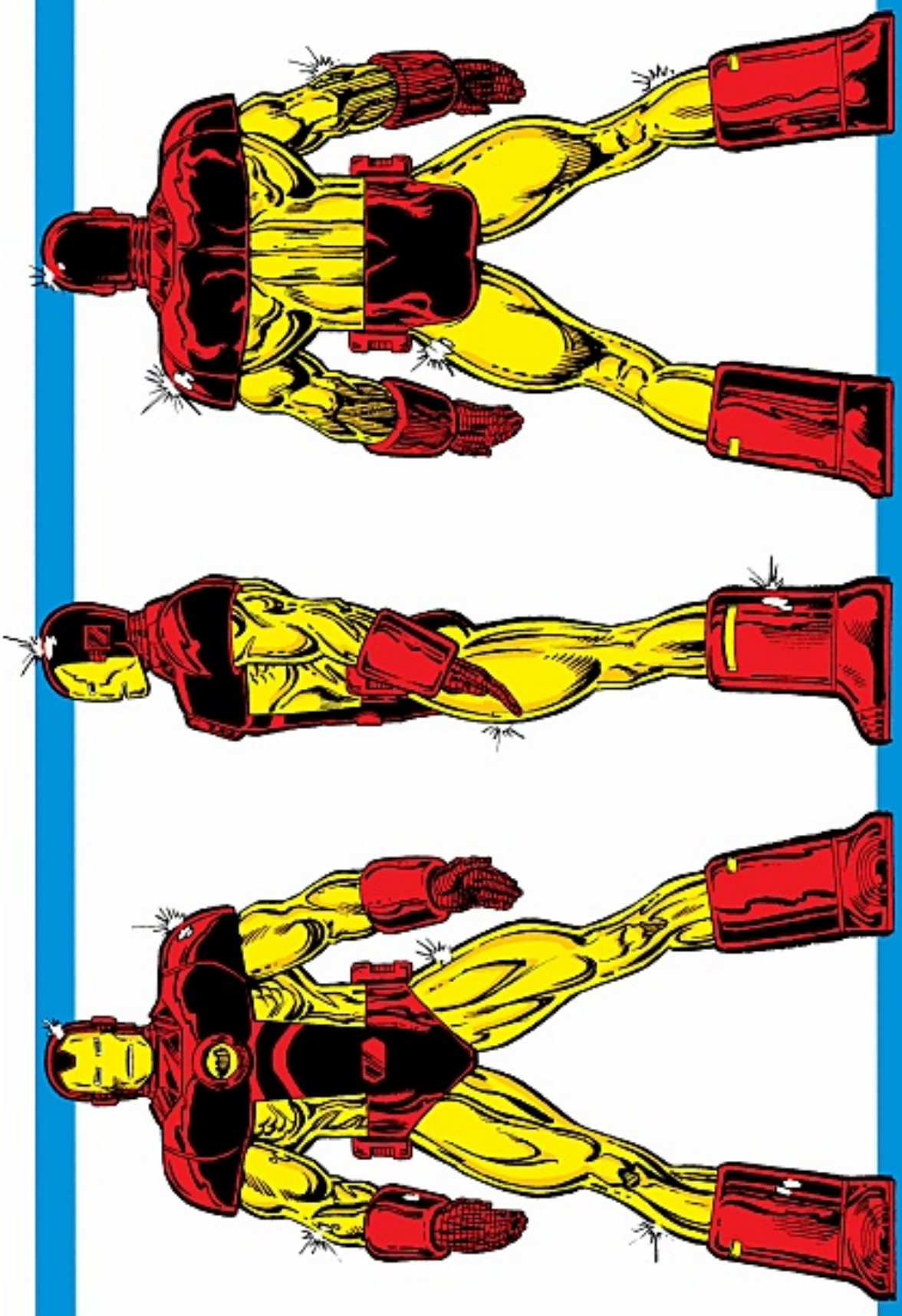
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: Various as needed
Other accessories: None
Transportation: Conventional means
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: MARVEL PREMIERE #15
Origin issue: MARVEL PREMIERE #15
Significant issues: MARVEL PREMIERE #15-18 (brought to K'un-L'un, trained by Lei Kung, battled Shao-Lao, gained superhuman powers; sought revenge on Harold Meachum for his parents deaths; witnessed Meachum's murder by ninja assassin, accused of Meachum's murder); MARVEL PREMIERE #21 (first met Misty Knight, cleared of Meachum's murder); IRON FIST #1 (first met Iron Man I); IRON FIST #2 (first battle against the H'ylthri recounted); POWER MAN #48-50 (alongside Luke Cage and the Daughters of the Dragon, battled Bushmaster, formed Heroes For Hire partnership with Luke Cage); POWER MAN AND IRON FIST #75 (alongside Cage, travelled to K'un-L'un , battled Master Khan); POWER MAN AND IRON FIST #120 (secretly replaced by H'ylthri double); POWER MAN AND IRON FIST #125 (Cage framed for supposed murder of Iron Fist); NAMOR THE SUB-MARINER #22-24 (discovered alive in K'un-L'un; with Namor and Misty Knight, battled Master Khan)

IRON MAN™



IRON MAN

BIOGRAPHICAL DATA

Real name: Anthony Edward "Tony" Stark
Other current aliases: None
Former aliases : None
Dual identity: Secret, the general populace believes that there was a previous Iron Man who turned renegade and was killed in action and that the current Iron Man is his successor; only his fellow Avengers and Jim Rhodes know that both the original and current Iron Man are Tony Stark
Current occupation: (as Stark) Inventor, industrialist, president and CEO of Stark Enterprises, (as Iron Man) bodyguard to Tony Stark, member of the Avengers West Coast
Former occupations: (as Stark) President and CEO of Stark International (formerly Stark Industries)
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Long Island, New York
Marital status: Single
Known relatives: Howard Anthony Stark, Maria Stark (parents, deceased), Morgan Stark (cousin)
Known confidants: Harold J. "Happy" Hogan, Virginia "Pepper" Potts Hogan, Thor, Kevin O'Brien (alias Guardsman I, deceased), Marianne Rodgers, Madame Masque (Whitney Frost, presumed deceased), Captain America, the Wasp, Bethany Cabe, Jim Rhodes (alias Iron Man II), Morley Irwin (deceased), Clytemnestra Erwin (deceased)
Known allies: The Avengers, the Fantastic Four, Spider-Man, Daredevil, Nick Fury, SHIELD, Eddie March, Jasper Sitwell, Drax the Destroyer, Captain Mar-Vell (deceased), Michael O'Brien (formerly Guardsman II), Jack of Hearts, Ant-Man II
Major enemies: Mandarin, Midas, the Melter (deceased), the Unicorn, Titanium Man I, Blacklash (formerly Whiplash I), the Maggia, AIM, the Controller, Firebrand I (deceased), Spymaster (deceased), Arsenal, Justin Hammer, Obadiah Stane (alias Iron Monger, deceased), the Ghost, Desmond Marrs (deceased)
Usual base of operations: Stark Enterprises complex, Silicon Valley, California Avengers West Coast Compound, Los Angeles California
Former bases of operations: (I) Stark International main plant, Long Island, New York, Avengers Mansion, New York City, Circuits Maximus, Silicon Valley, California
Current group membership: Avengers West Coast
Former group membership: Avengers
Extent of education: Advanced degree in electrical engineering

PHYSICAL DESCRIPTION

Height: 6' 1", (with armor) 6' 6"
Weight: 185 lbs., (with armor) 425 lbs.

Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal, (with armor) Superhuman Class 90
Speed: Normal
Flight speed: Supersonic
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: (as Stark) Briefly trained by Captain America in martial arts and hand-to-hand combat, (as Iron Man) Long experience in unique fighting style which takes advantage of his armor's specialized powers
Special skills: Gifted engineer and inventor who is responsible for numerous discoveries, inventions, and other achievements in various areas of technologies
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Tony Stark has suffered numerous health problems: a damaged heart, repaired by surgery; a spinal injury (due to bullet wound) that cost him the use of his legs, repaired by experimental surgery; and extensive neural damage, as yet unrepaired. Stark is also a recovering alcoholic.
Source of superhuman powers: None

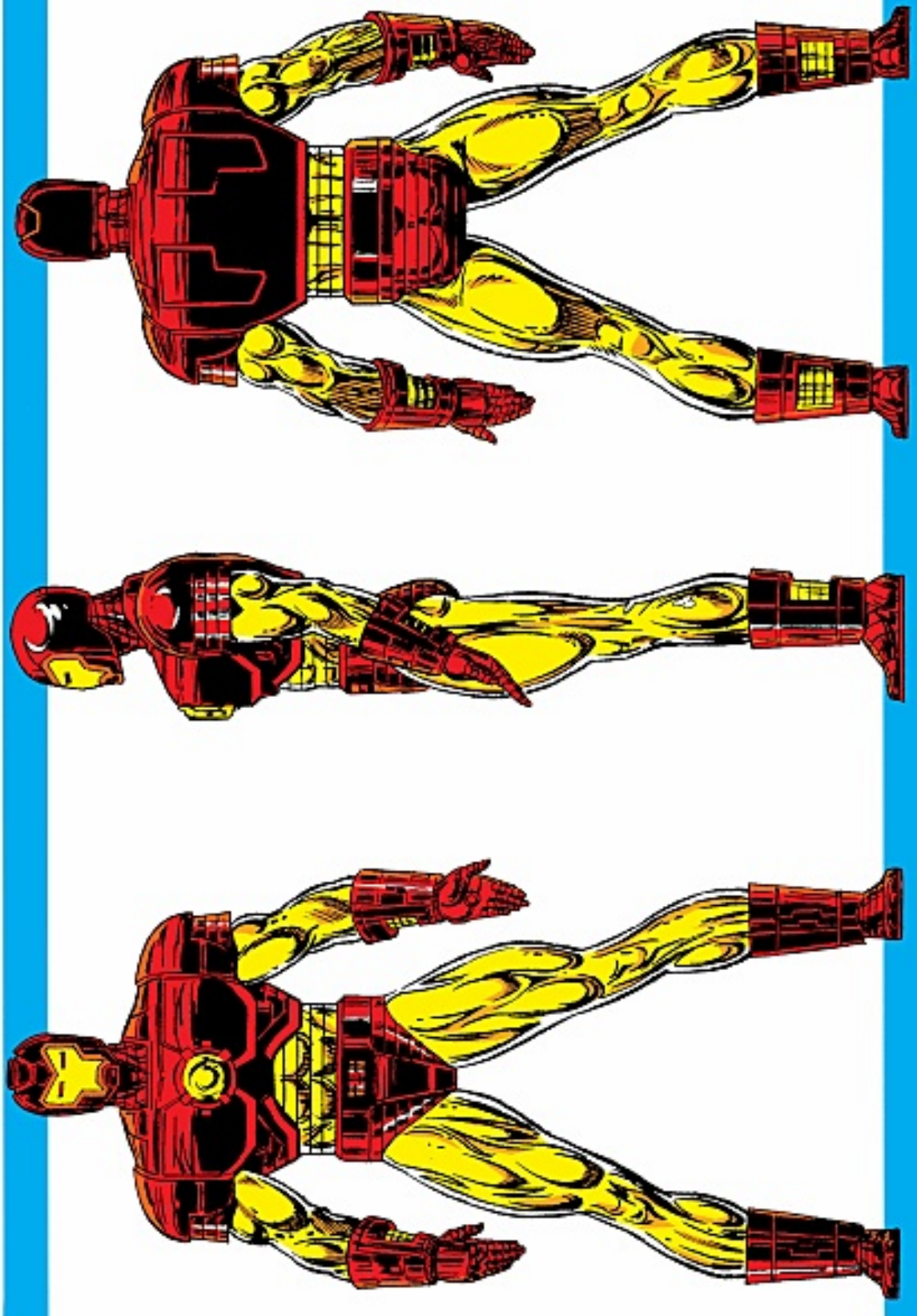
PARAPHERNALIA

Costume specifications: Armored battlesuit
Personal weaponry: Iron Man's armor contains a powered exoskeleton greatly amplifying the user's strength. The suit contains various offensive weaponry, including repulsor rays (particle beams), uni-beam (includes visible light, infrared, ultraviolet, tractor, laser, and image inducer), and pulse bolts (plasma discharges); and defensive weaponry, including energy shield (laser absorption grid), electromagnetic pulse (energy-dampening field), and targeting computer
Special weaponry: Various, as needed
Other accessories: Self contained air supply for 1.2 hours
Transportation: Flight, via electrically powered turbines in boots and jetpack
Design and manufacture of paraphernalia: Anthony Stark

BIBLIOGRAPHY

First appearance: TALES OF SUSPENSE #39
Origin issue: TALES OF SUSPENSE #39

IRON MAN™



IRON MAN I

BIOGRAPHICAL DATA

Real name: Anthony Edward "Tony" Stark
Other current aliases: None
Former aliases : None
Dual identity: Secret, the general populace believes that there was a previous Iron Man who turned renegade and was killed in action and that the current Iron Man is his successor; only his fellow Avengers and Jim Rhodes know that both the "original" and current Iron Man are Tony Stark
Current occupation: (as Stark) Inventor, industrialist, president and CEO of Stark Enterprises, (as Iron Man) adventurer
Former occupation: (as Stark) President and CEO of Stark International (formerly Stark Industries), partner in Circuits Maximus
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Long Island, New York
Marital status: Single
Known relatives: Howard Anthony Stark, Maria Stark (parents, deceased), Morgan Stark (cousin, apparently deceased)
Known confidants: Harold J. "Happy" Hogan, Virginia "Pepper" Potts Hogan, Dr. Erica Sondheim, Captain America, Thor, Wasp, Marianne Rodgers, Madame Masque (Whitney Frost, presumed deceased), Bethany Cabe, Jim Rhodes (War Machine), Dr. Ho Yinsen (deceased)
Known allies: The Avengers, the Fantastic Four, Spider-Man, Daredevil, Nick Fury, SHIELD, Michael O'Brien (formerly Guardsman II), Ant-Man II, Jack of Hearts, Eddie March, Jasper Sitwell
Major enemies: Mandarin, the Unicorn, Titanium Man I, Blacklash (formerly Whiplash I), the Maggia, AIM, the Controller, the Ghost, Firepower, Spymaster II, Arsenal I, Justin Hammer, Phoebe Marrs
Usual base of operations: Stark Enterprises complex, Los Angeles and Silicon Valley, California
Former bases of operations: Stark International main plant, Long Island, New York, Avengers Mansion, New York City, Circuits Maximus, Silicon Valley, California, Avengers West Coast Compound, Palos Verdes, Los Angeles County, California
Current group membership: Force Works
Former group membership: Avengers West Coast, Avengers (East Coast)
Extent of education: Advanced degree in electrical engineering

PHYSICAL DESCRIPTION

Height: 6' 1", (with armor) 6' 6"
Weight: 225 lbs., (with armor) 425 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

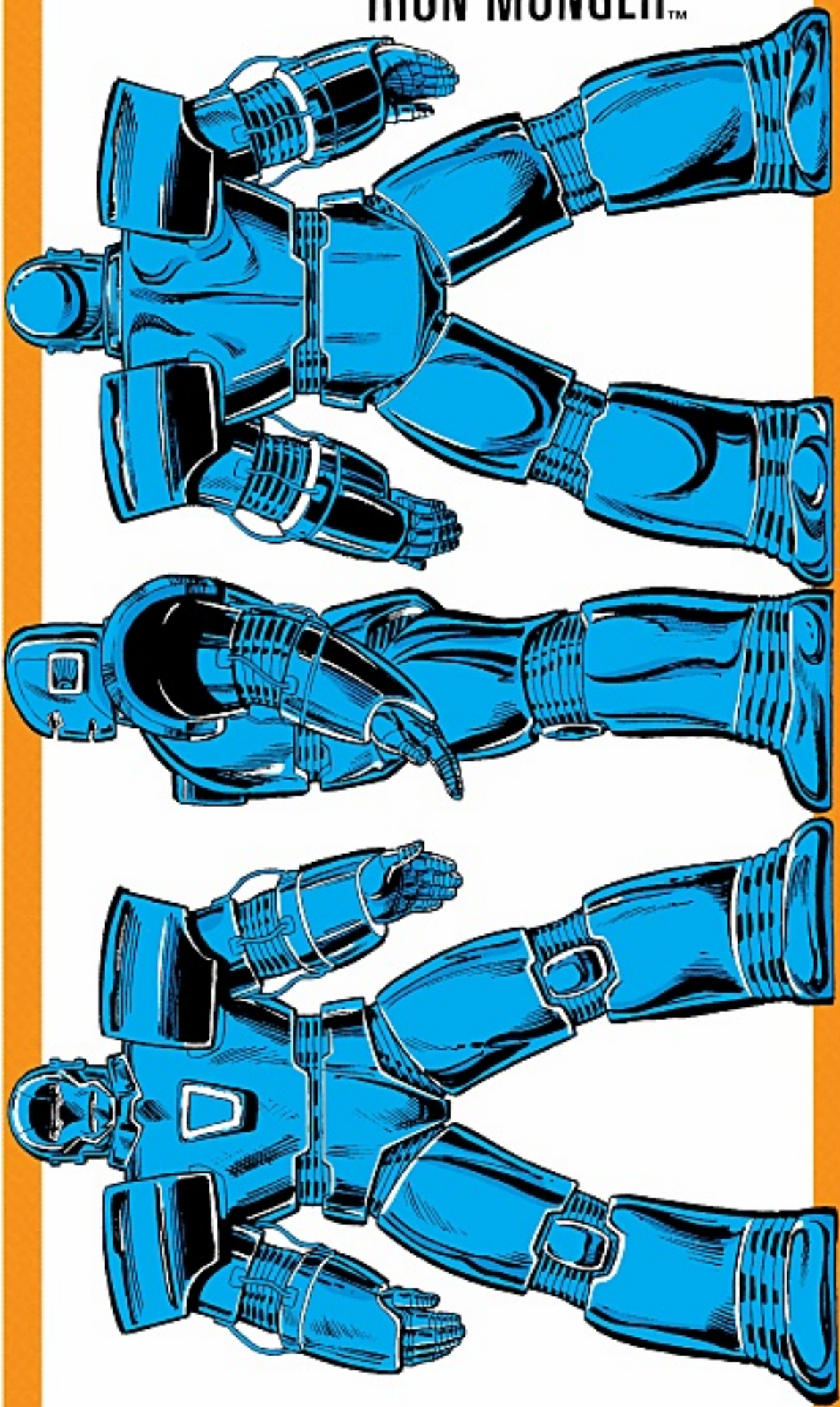
Intelligence: Genius
Strength: (currently) Below normal, (usual-

ly) Normal, (with armor) Superhuman Class 90
Speed: (currently) None, (usually) Normal
Flight speed: (with armor) Supersonic
Stamina: (currently) Below normal, (usually) Normal
Durability: Normal
Agility: (currently) Inapplicable, (usually) Normal
Reflexes: (currently) Below normal, (usually) Normal
Fighting skills: (as Stark) Briefly trained by Captain America in martial arts and hand-to-hand combat, (as Iron Man) Long experience in unique fighting style which takes advantage of his armor's specialized powers
Special skills: Gifted engineer and inventor who is responsible for numerous discoveries, inventions, and other achievements in various areas of technologies
Superhuman physical powers: Due to his new artificial nervous system, Stark has superhumanly acute sensory perceptions as well as extraordinary awareness of the physical processes within his own body.
Superhuman mental powers: None
Special limitations: Tony Stark has suffered numerous health problems: a damaged heart, repaired by surgery; a spinal injury (due to bullet wound) that cost him the use of his legs, repaired by experimental surgery; and extensive neural damage, as yet unrepaired. He is also a recovering alcoholic. Stark recently suffered extensive damage to his nervous system, which has been replaced by an artificial nervous system. At present Stark is almost wholly paralyzed (although he can speak) while he undergoes recovery.
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Stark has worn various armored battlesuits with a primary layer composed of molecularly aligned crystallized iron over a base of titanium nitride, and interior layers containing various advanced weaponry and other devices. The armor also contains an exoskeleton that amplifies the user's strength.
Personal weaponry: At present Stark uses an unmanned Iron Man battlesuit (NTU-150) that incorporates his Neuromimetic Telepresence technology. Stark can control the suit through a remote headset which responds to and transmits his mental commands and enables Stark to see, hear, and (and to a lesser extent) feel sensory data transmitted from the suit. The battlesuit can exert vast superhuman strength. The suit contains offensive weaponry, including pulsor beams projectors, mini-missile launchers, coherent beam weaponry, cutting lasers, tasers, and flamethrowers.
Special weaponry: Various, as needed (including specially designed armored "stealth" battlesuit and Deep Submergence Model battlesuit for underwater activity)

IRON MONGER™



IRON MONGER

BIOGRAPHICAL DATA

Real name: Obadiah Stane
Other aliases at time of death: None (Iron Monger battlesuit officially code-named I-M Mark One)
Former aliases : None
Dual identity: Secret
Occupation at time of death: President and CEO of Stane International, munitions dealer
Former occupations: Chess champion
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed location in the United States
Place of death: Stane International headquarters, Long Island, New York
Cause of death: Suicide; fired repulsor ray blast from Iron Monger's battlesuit at his own unprotected head
Marital status: Presumed single
Known relatives: Zebediah Stane (father, deceased), unnamed mother (deceased)
Known confidants: Madame Masque I
Known allies: Madame Masque I, the Chessmen, Indries Moomji, Tattoo, the Termite, Dr. Theron Atlanta, Jamie Laird of Glen Travail
Major enemies: Iron Man I (Tony Stark), Iron Man V (James Rhodes), Bethany Cabe
Base of operations at time of death: Stane International, Long Island, New York
Former bases of operations: Salt Lake City, Utah
Group membership at time of death: Stane International
Former group membership: Unnamed multinational corporation
Extent of education: M.B.A.

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 230 lbs. (in battlesuit) 4230 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal, (with armor) Superhuman Class 50
Speed: Normal
Flight speed: Subsonic
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, no known training
Special skills: Master of psychological warfare, cunning business strategist, chess champion
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Psychological instability, which eventually led to his suicide.

Source of superhuman powers: Inapplicable

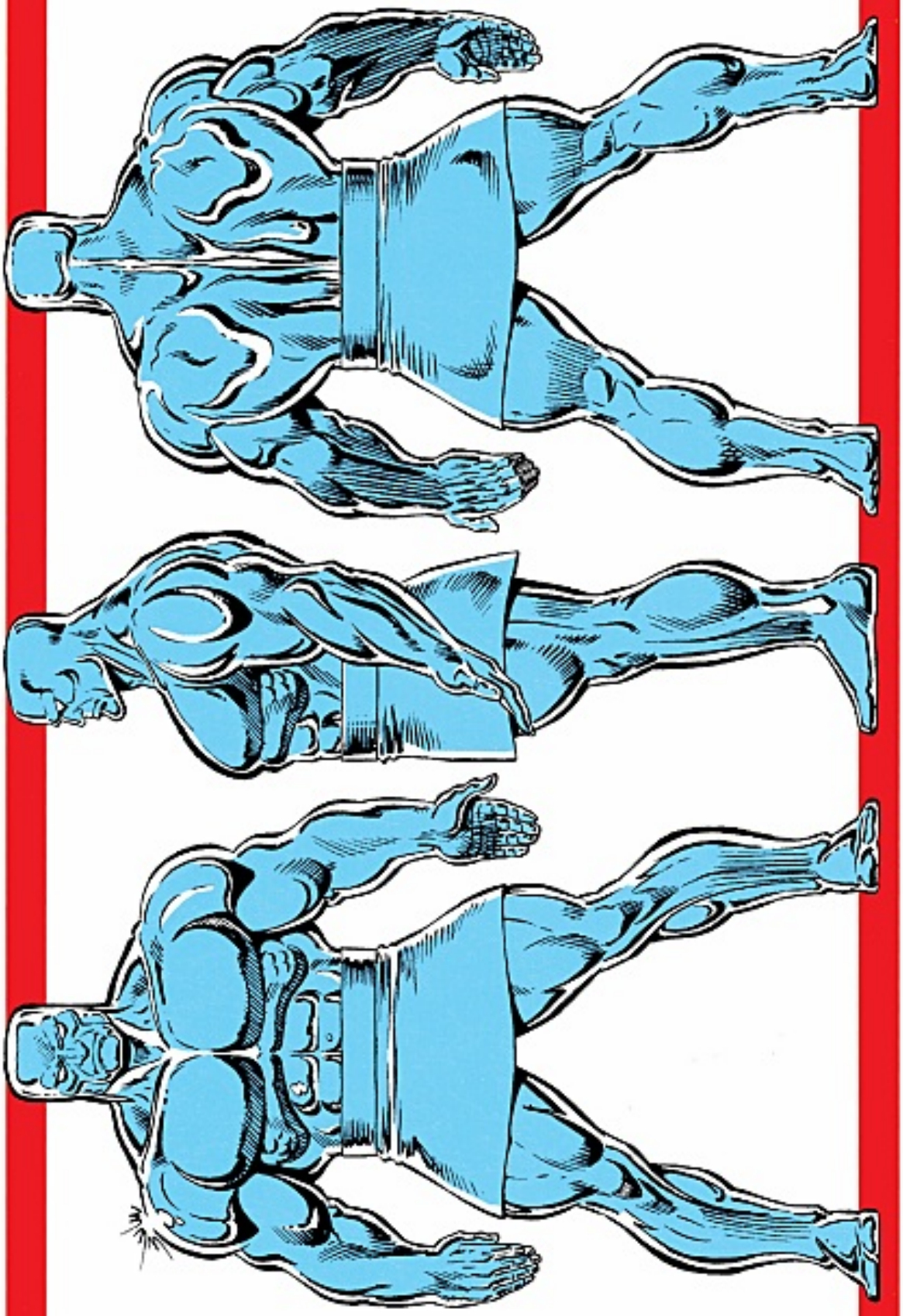
PARAPHERNALIA

Costume specifications: Armored battlesuit of omnium steel, containing various offensive weaponry including a powered exoskeleton that amplified the user's strength, repulsor rays fired from the gauntlets, and an intense laser beam housed in the battlesuit's chest unit.
Personal weaponry: See *Costume specifications*
Special weaponry: Circuit Breaker (flying robotic weapon that fires air-to-surface missiles), unnamed device created by Dr. Theron Atlanta for exchanging the consciousnesses of two human subjects
Other accessories: None known
Transportation: Flight, magnetically powered turbine boot jets; various vehicles owned through Stane International
Design and manufacture of paraphernalia: (Iron Monger battlesuit) designed by Anthony Stark, manufactured by Stane International

BIBLIOGRAPHY

First appearance: (hand and voice only) IRON MAN #163, (fully shown) IRON MAN #166
Origin issue: IRON MAN #198
Significant issues: IRON MAN # 163-165 (sent Chessmen to attack Iron Man I); IRON MAN # 166 (first confronted Tony Stark in person); IRON MAN # 167 (Indries Moomji revealed as Stane agent; she rejected Stark as lover, causing him to revert to alcoholism); IRON MAN # 173-174 (took over Stark International, renamed it Stane International; thwarted by Iron Man V in attempt to take over Iron Man battlesuits); IRON MAN # 189 (assigned Termite to sabotage rival); IRON MAN # 190 (first shown in alliance with unnamed Madame Masque I); IRON MAN # 195, 197-199 (ordered abduction of Bethany Cabe, second attempt succeeded; revealed as Madame Masque I's lover, sent Circuit Breaker to attack Circuits Maximus, realized "new" Iron Man was Tony Stark, exchanged minds of Madame Masque and Bethany Cabe; had Happy and Pepper Hogan and Bambi Arbogast kidnaped, killed Morley Erwin by blowing up Circuits Maximus); IRON MAN # 200 (wore Iron Monger battlesuit in combat against Iron Man I, was defeated by him, committed suicide)
Note: Three other men have worn the Iron Monger battlesuit since Stane's death. Industrialist Simon Steele had an employee of his wear it in an unsuccessful attempt to kill Dominic Fortune (IRON MAN #212). General Lewis Haywerth had an unnamed member of the Guardsmen wear it to test the USAgent's combat skills (CAPTAIN AMERICA #354). An improved version was also worn by the criminal Slagmire (IRON MAN #253).

IRONCLAD™



IRONCLAD

BIOGRAPHICAL DATA

Real name: Michael "Mike" Steel
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: Pilot, scientist
Citizenship: United States of America
Legal status: Criminal record in the U. S.
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: U-Foes (Vector, Vapor, X-Ray)
Major enemies: Hulk, Avengers, Portal
Usual base of operations: Mobile
Former bases of operations: None
Current group membership: U-Foes
Former group membership: None
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 6' 2", (as Ironclad) 6' 7"
Weight: 255 lbs., (as Ironclad) 650 lbs.
Eyes: Brown, (as Ironclad) White
Hair: Red-brown, (as Ironclad) None
Other distinguishing features: Body has the appearance and consistency of shiny silver metal

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 75
Speed: Normal
Stamina: Enhanced human
Durability: Metahuman
Agility: Normal
Reflexes: Normal
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: Experienced pilot and rocketry expert
Superhuman physical powers: Aside from the above listed, none
Superhuman mental powers: None
Special limitations: Influx of cosmic radiation can cause temporary loss of control of density, causing Ironclad to increase in density until he sinks into the ground; Ironclad cannot resume his normal human form at will
Source of superhuman powers: Exposure to cosmic radiation

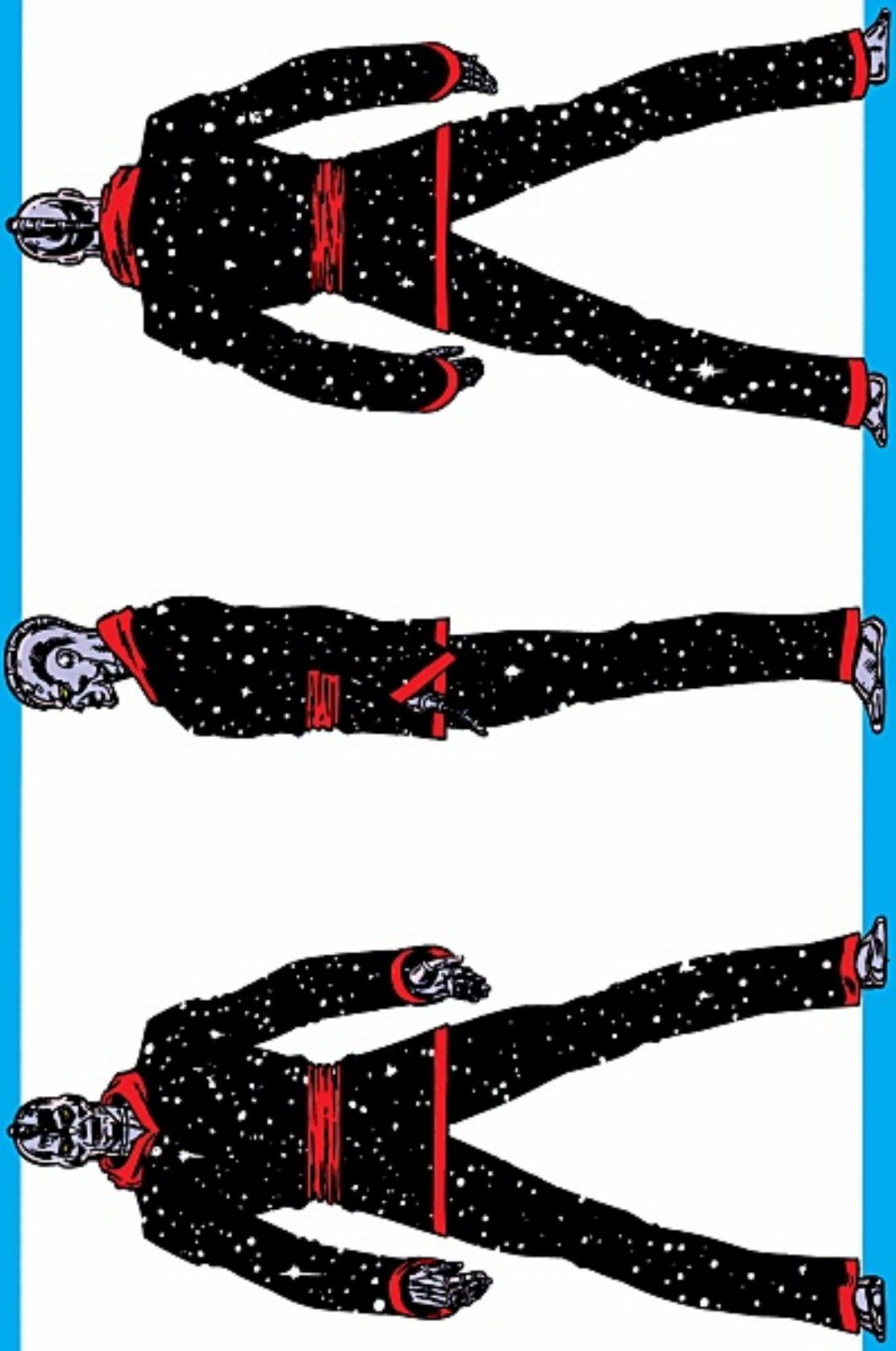
PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight via Vector's telekinesis
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK Vol. 2 #254
Origin issue: INCREDIBLE HULK Vol. 2 #254
Significant issues: INCREDIBLE HULK Vol. 2 #254 (with his teammates, duplicated original rocket flight of Fantastic Four through cosmic ray belt and gained superhuman powers, battled Hulk, lost control of powers and sank into the ground); INCREDIBLE HULK Vol. 2 #275-277 (rescued X-Ray, reunited with U-Foes; defeated Hulk; exhibited captive Bruce Banner on national television, freed by Rick Jones, Betty Ross, and alien Bereet, Banner transformed to Hulk and defeated U-Foes); INCREDIBLE HULK Vol. 2 #304-305 (with U-Foes, escaped special government prison, but accidentally "deflected" by Vector into "Crossroads" dimension; battled Hulk in "Crossroads" dimension, defeated Hulk with help of alien "Puffball Collective", trapped in dimension of quicksand); AVENGERS #304 (escaped back to "Crossroads" dimension, with U-Foes, escaped back to Earth through dimensional warp unintentionally opened by mutant Charles Little Sky [later Portal], battled Avengers and Puma, defeated by Captain America and Gilgamesh); THE VAULT GRAPHIC NOVEL (alongside other superhuman criminals attempted to escape from the Vault, battled the Avengers and Freedom Force, alongside Electro, sided with Thunderball against Venom for leadership of the convicts); AVENGERS WEST COAST #53/ AVENGERS SPOTLIGHT #27 (freed from Vault, the other U-Foes attacked Avengers West Coast, mistakenly believing they had killed Vector; Vector reappeared and led teammates in strategic retreat); DARKHAWK #6 (with U-Foes, attacked New York hospital in search of Portal, battled Darkhawk, Daredevil, and Captain America)

ISAAC™



ISAAC

BIOGRAPHICAL DATA

Real name: Integral Synaptic Anti-Anionic Computer
Other current aliases: None
Former aliases: Isaac-Prime
Dual identity: Inapplicable; ISAAC's existence is unknown to the general populace of Earth
Current occupation: Regulator of artificial biosphere within Saturn's moon, Titan
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: Inapplicable
Place of construction: Titan
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: Mentor, Eros, Lord Gaea, Chaos, Stellarax, Tartarus, Elysius
Major enemies: Thanos, Captain Mar-Vell, Drax the Destroyer, Mentor, Eros, Elysius
Usual base of operations: The moon Titan, orbiting the planet Saturn
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of programming: Unrevealed, but presumably vast

PHYSICAL DESCRIPTION

Height: (of holographic projection and android form) 7'
Weight: (of holographic projection) 0 lbs., (of android form) 362 lbs.
Eyes: (of holographic projection) Black
Hair: None
Other distinguishing features: ISAAC is a vast computer system which honeycombs the moon of Titan; however, on occasion it manifests a holographic projection of a humanoid figure in order to facilitate communications with and observation of humanoid life forms, and once animated an android body, Isaac-Prime.

POWERS AND ABILITIES

Intelligence: Superhuman
Strength: (Android form) Superhuman Class 10
Speed: (Android form) Enhanced human
Stamina: (Android form) Superhuman
Durability: (Android form) Demigodlike
Agility: (Android form) Enhanced human
Reflexes: (Android form) Superhuman
Fighting skills: (Android form) Limited mastery of hand-to-hand combat
Special skills and abilities: ISAAC has a vast range computational functions, most of which have not been catalogued
Superhuman physical powers: Android form's attributes catalogued above
Superhuman mental powers: Inapplicable
Special limitations: Like all computers, ISAAC is subject to his programming
Source of superhuman powers: Power source is the thermal energy found at Titan's core

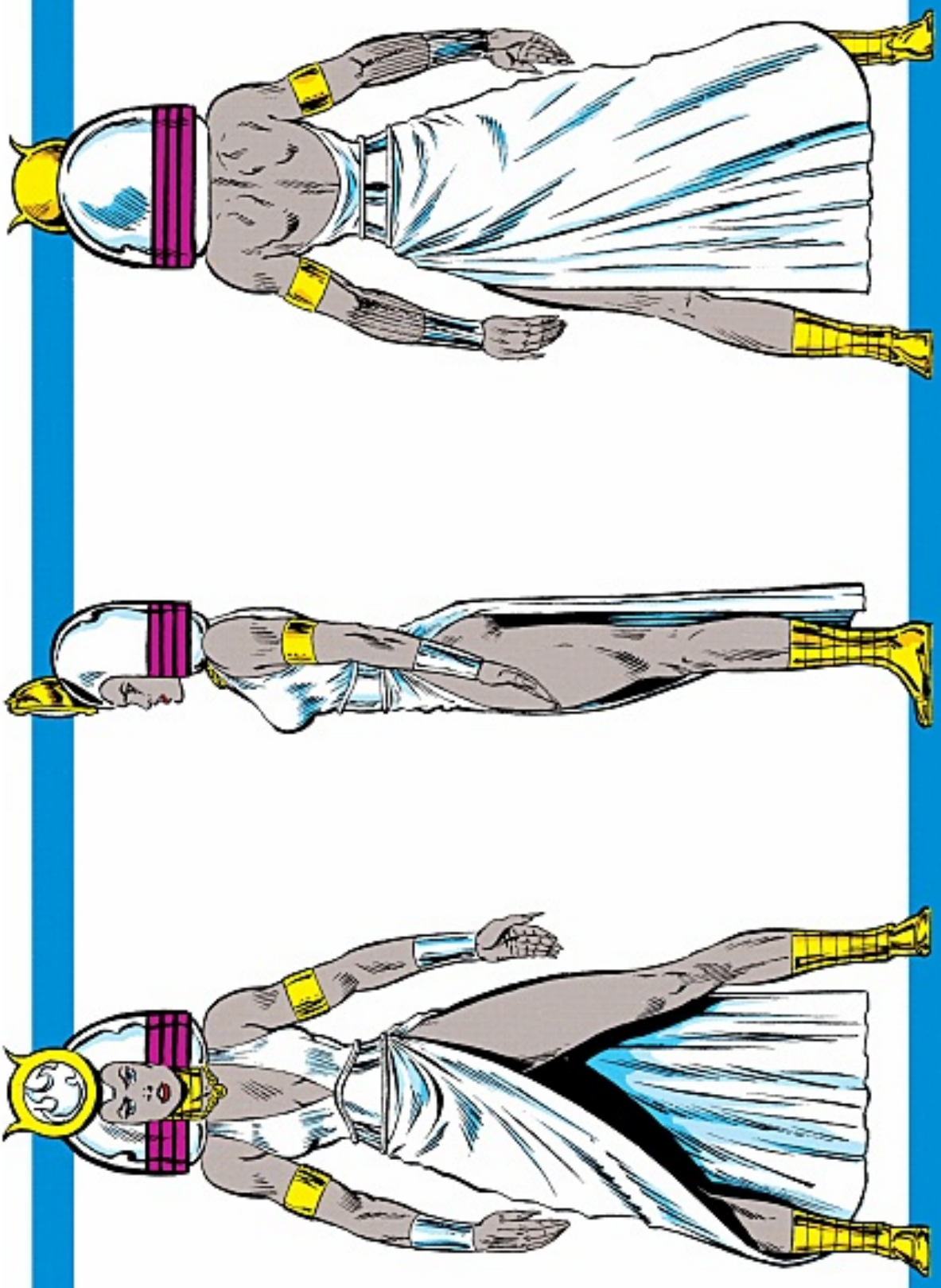
PARAPHERNALIA

Costume specifications: Hologram
Personal weaponry: Inapplicable
Special weaponry: Inapplicable
Other accessories: Inapplicable
Transportation: ISAAC is stationary; however, it has been observed to project its holographic representation as far as Earth
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: CAPTAIN MARVEL #32
Origin issue: ISAAC's origin is as yet unrevealed
Significant issues: CAPTAIN MARVEL #32-35 (observed conflict between Mar-Vell, the Avengers, and Thanos); CAPTAIN MARVEL #58 (programming altered by virus entered by Thanos prior to his death, enslaved the Titanian Eternals); CAPTAIN MARVEL #59 (dispatched Stellarax and Lord Gaea against Mar-Vell and Drax); CAPTAIN MARVEL #60 (dispatched Elysius against Mar-Vell and Drax); CAPTAIN MARVEL #61 (dispatched Chaos against Mar-Vell and Drax); CAPTAIN MARVEL #62 (Eros, Mentor, and Elysius eliminated virus in ISAAC's system, Mar-Vell defeated Stellarax); MARVEL SPOTLIGHT Vol. 2 #1 (took android form, allied self with Stellarax, Chaos, and Lord Gaea in renewed attempt to carry out Thanos's will); MARVEL SPOTLIGHT Vol. 2 #2 (went mad when Mar-Vell forced it to experience the totality of life, gave up android form, minions defeated)

ISIS™



ISIS

BIOGRAPHICAL DATA

Real name: Isis
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Isis's existence except as a mythological character
Current occupation: Goddess of fertility and domestication
Former occupation: Unrevealed
Citizenship: Celestial Heliopolis
Legal status: No criminal record
Place of birth: Unrevealed
Marital status: Married
Known relatives: Osiris (husband), Horus (son), Nepthys (sister), Seth (brother), Geb (father), Nut (mother)
Known confidants: Osiris
Known allies: Gods of Heliopolis, Thor
Major enemies: Seth
Usual base of operations: Celestial Heliopolis
Former bases of operations: Unrevealed
Current group membership: Gods of Heliopolis
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: Unrevealed
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Metahuman
Durability: Metahuman regenerative
Agility: Superhuman

Reflexes: Superhuman
Fighting skills: Minimal
Special skills and abilities: Extensive knowledge of Egyptian magical lore
Superhuman physical powers: Vast control over elemental forces, including the ability to raise the dead; the exact extent of Isis's abilities has yet to be determined
Superhuman mental powers: Unrevealed
Special limitations: None
Source of superhuman powers: Isis is a member of the race of superhumans known as the Egyptian gods of Heliopolis.

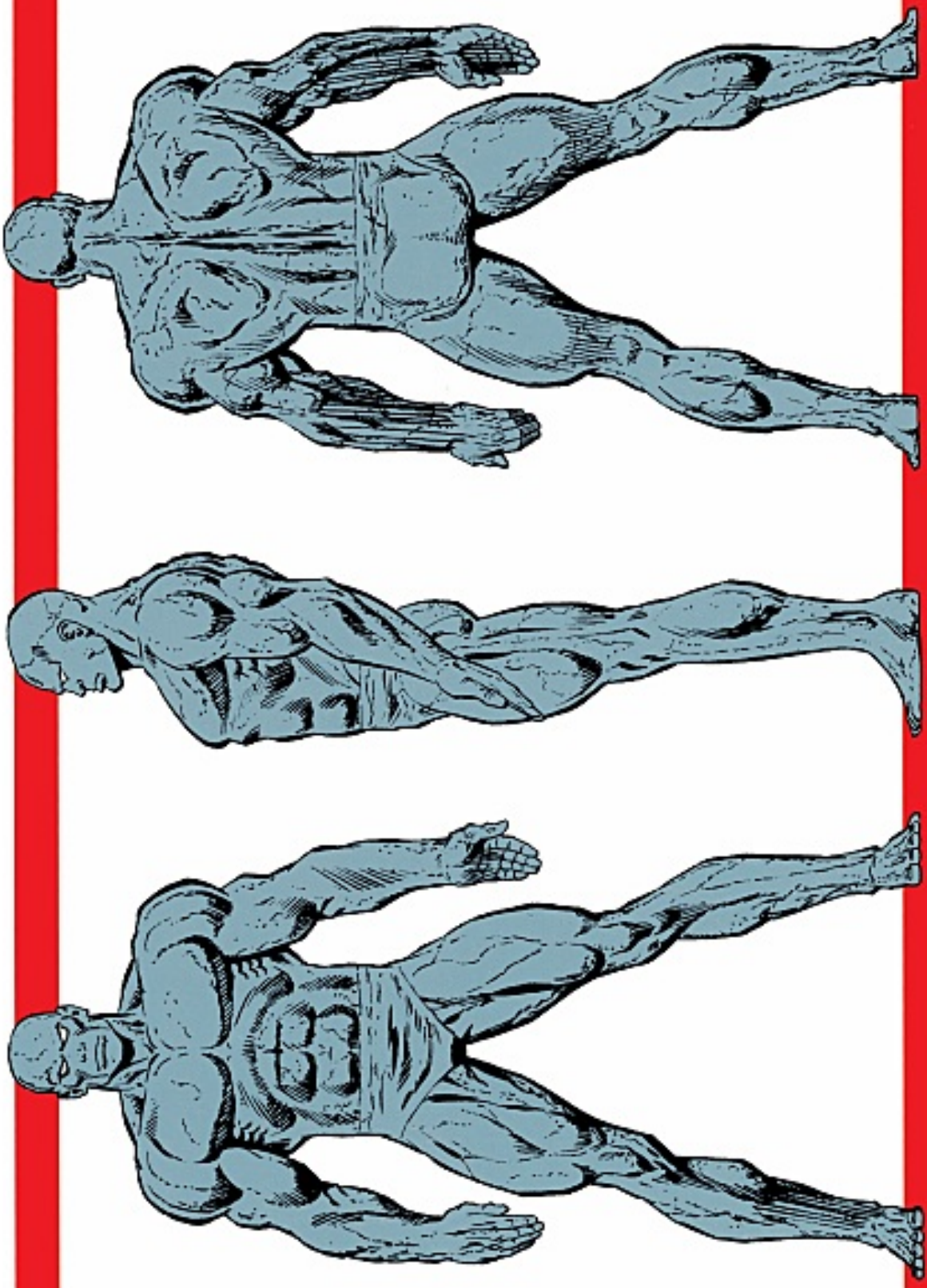
PARAPHERNALIA

Costume specifications: Heliopolitan materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: THOR #240
Origin issue: Isis's origin is as yet unrevealed.
Significant issues: THOR #240 (first encountered Thor and Odin; participated in Ceremony of Rebirth which reincarnated Odin as Atum-Re; allied with Thor against Seth); MARVEL TWO-IN-ONE #23 (with Osiris, at the mercy of Seth's army, witnessed Thor and Thing battle Seth and the Devourer); THOR #398 (powers stolen by Seth); THOR #400 (no actual appearance, but powers of Heliopolitian gods stolen by Seth were returned to them; presumably Isis's powers were returned to her at that time)

IT THE LIVING COLOSSUS™



IT THE LIVING COLOSSUS

BIOGRAPHICAL DATA

Real name: Robert "Bob" O'Bryan
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Special effects designer
Former occupation: None
Citizenship: United States of America
Legal status: No criminal record
Place of birth: (O'Bryan) Los Angeles, California
Place of creation: (statue) near Moscow, Russia
Place of destruction: (statue) Los Angeles, California
Cause of destruction: (statue) Reduced to dust in battle with the Hulk
Marital status: Married
Known relatives: Diane Cummings (wife)
Known confidants: Diane Cummings, Felix Simon
Known allies: Fin Fang Foom (presumed deceased), Dorian Delazny
Major enemies: Dr. Aloysius Vault (deceased), Granitor (deceased), aliens of Planet Stonus V, the Hulk
Usual base of operations: Delazny Studios, Los Angeles, California
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: College graduate

PHYSICAL DESCRIPTION

Height: 5' 10", (It) 100', later 30'
Weight: 175 lbs., (It) unknown, later 100 tons
Eyes: Blue, (It) White against black
Hair: Black, (It) None
Other distinguishing features: Bob O'Bryan was confined to a wheelchair.

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal, (It) (100") Superhuman Class 100, (30') Superhuman Class 90
Speed: Normal
Flight speed: Directed motion hovering
Stamina: Normal, (It) Superhuman
Durability: Normal, (It) Metahuman
Agility: Normal
Reflexes: Normal
Fighting skills: (It) Good hand-to-hand combatant
Special skills and abilities: (O'Bryan) Skilled special effects designer
Superhuman physical powers: Aside from the above listed attributes, It could survive underwater without air.
Superhuman mental powers: (It) Ability to manipulate gravitons for flight
Special limitations: (It) Vulnerability to nerve gas or knockout gas, forcing command intelligence back into original bodyi unrevealed time limit during which command intelligence can remain in statue
Source of superhuman powers: Mind

transferral by unknown means into an animated stone statue, its composition altered by the alien Kigors.

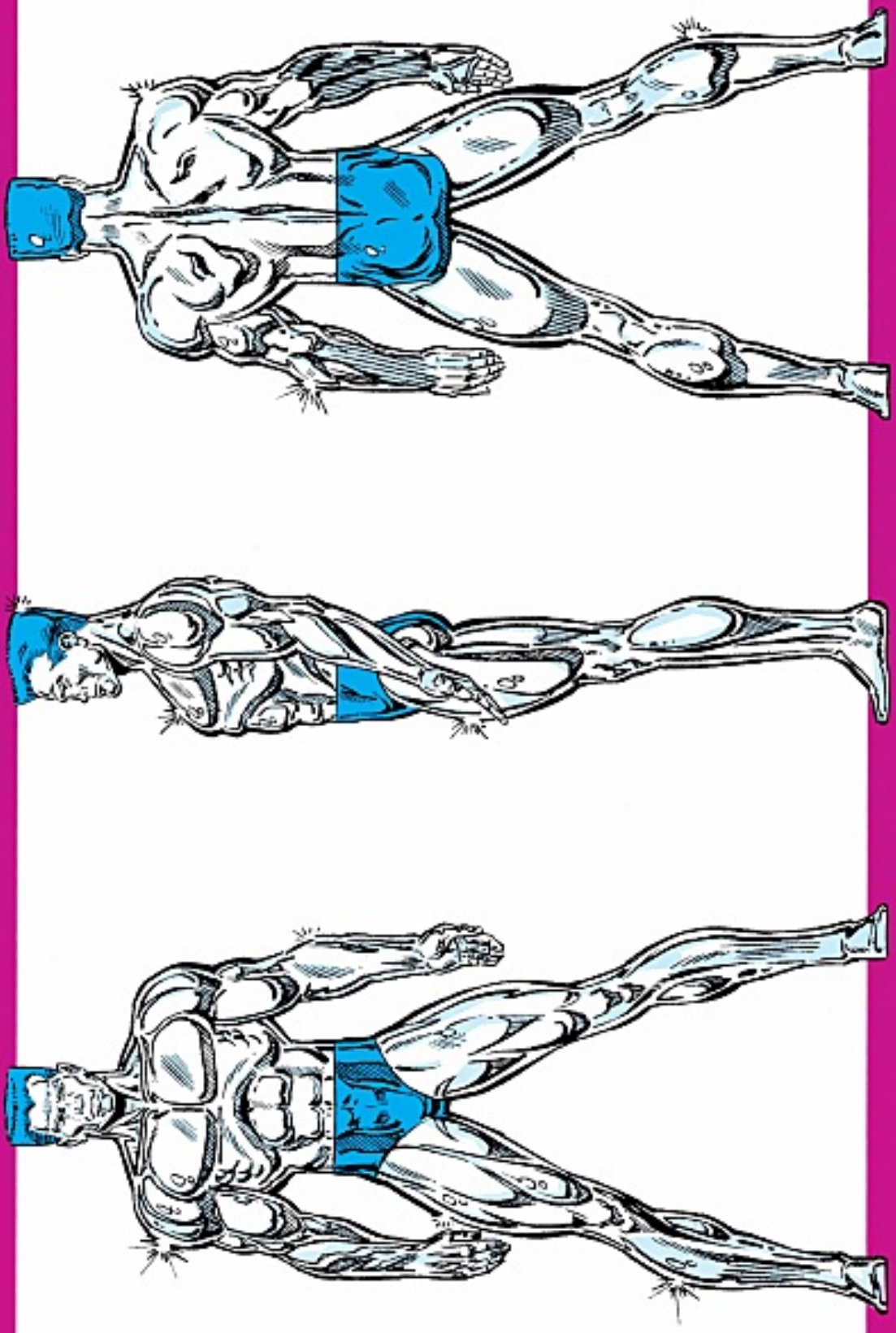
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: TALES OF SUSPENSE #14
Origin issue: TALES OF SUSPENSE #14, TALES OF SUSPENSE #20, ASTONISHING TALES #21
Significant issues: TALES OF SUSPENSE #14 (statue animated by mind transferral of alien Kigor, wreaked havoc in Moscow, defeated Soviet army, rendered inanimate when Kigor returned to homeworld); TALES OF SUSPENSE #20 (statue transported to Los Angeles, reanimated by Kigors, defeated U.S. army, defeated by ruse of Bob O'Bryan, rendered inanimate); ASTONISHING TALES #21 (O'Bryan confined to wheelchair, statue stolen by Dr. Vault and reduced in size, animated by mind transferal of O'Bryan, battled Vault's minions and escaped); ASTONISHING TALES #22-23 (battled Granitor and alien invaders from planet Stonus V; alongside Fin Fang Foom defeated invaders); ASTONISHING TALES #24 (battled Fin Fang Foom controlled by Dr. Vault); INCREDIBLE HULK Vol. 2 #244 (O'Bryan cured, married Diane Cummings; as It, battled the Hulk; statue controlled by Dr. Vault, totally destroyed in battle with Hulk)

JACK FROST™



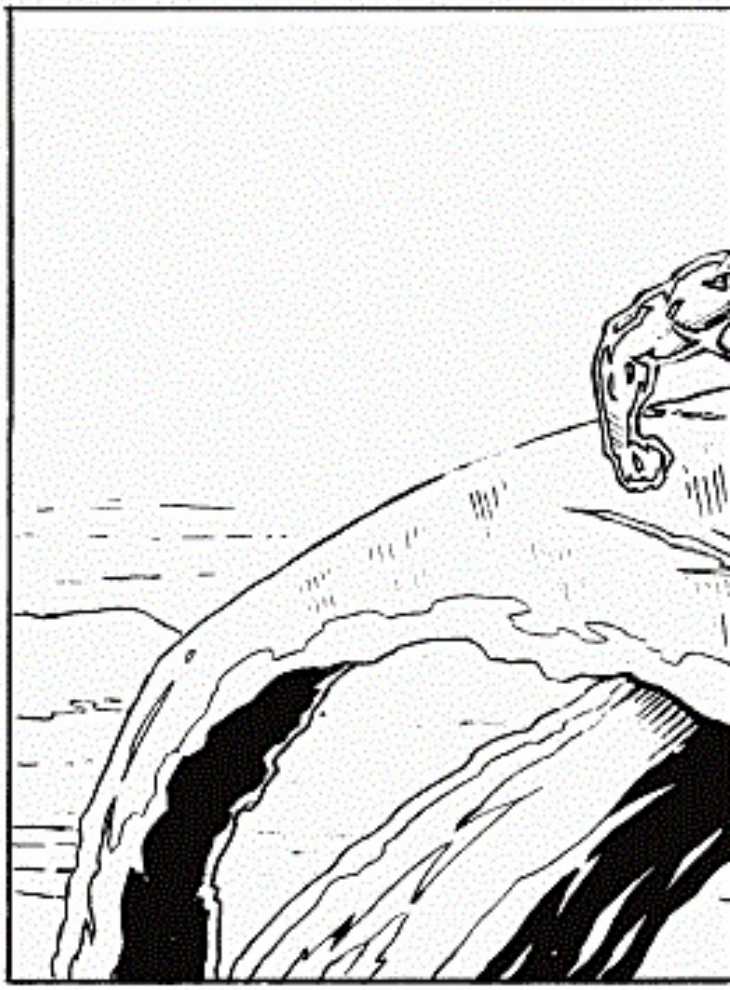
JACK FROST

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: The God in the Ice
Former aliases: None
Dual identity: None
Current occupation: Protector
Former occupation: Adventurer
Citizenship: None known
Legal status: None known
Place of birth: Unrevealed, possibly Jotunheim, in the dimension of Asgard
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: (former) The Liberty Legion (Patriot, Blue Diamond, Thin Man, Miss America, Whizzer, Red Raven), (current) Captain America
Major enemies: The Red Skull, the Nazis, the Ice Worm
Usual base of operations: North Pole
Former bases of operations: Mobile throughout America
Current group membership: None
Former group membership: The Liberty Legion
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

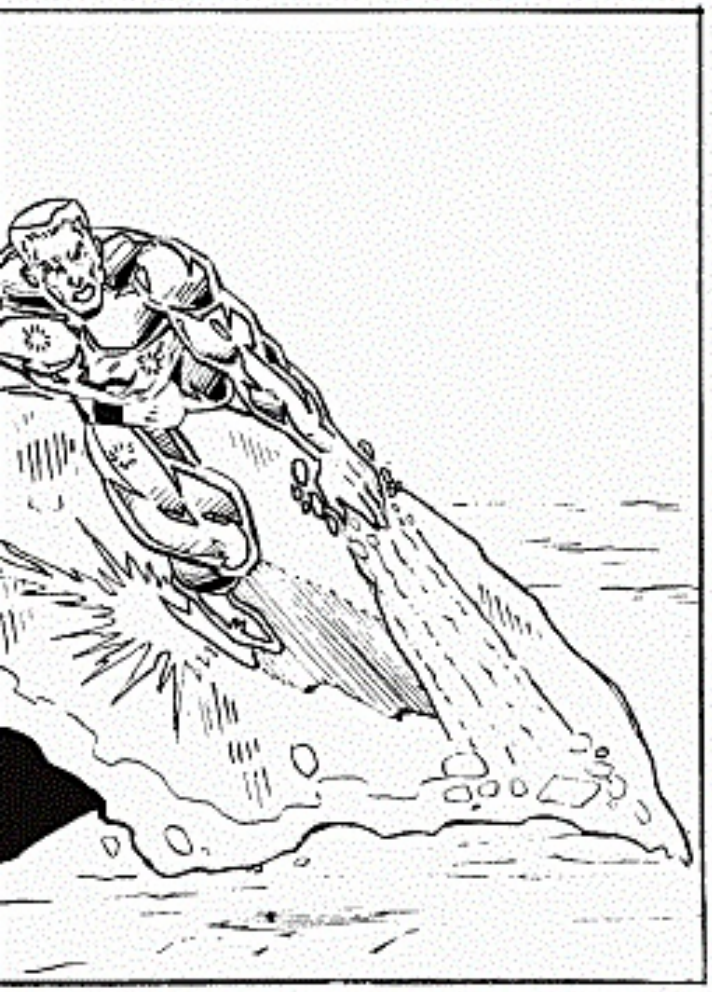
Height: 5' 11"
Weight: 172 lbs.
Eyes: Blue-white
Hair: Blue



Other distinguishing features: Bluish-white skin that glistens from the glaze of frost that covers it, his skin temperature is 32 degrees Fahrenheit

POWERS AND ABILITIES

Intelligence: Normal
Strength: Peak human
Speed: Athlete
Stamina: Superhuman
Durability: Superhuman



Agility: Peak human
Reflexes: Peak human
Fighting skills: Unrevealed, at least moderate experience at hand-to-hand combat
Special skills and abilities: Unrevealed
Superhuman physical powers: Ability to generate sub-freezing temperatures; combined with ambient water vapor, he can create snow, sleet, and ice for various effects such as propelling snow flurries at hurricane wind-speeds or fashioning ice into various simple constructs such as spheres, bridges, or walls
Superhuman mental powers: None
Special limitations: Unrevealed
Source of superhuman powers: Jack Frost is suspected to be a stunted progeny of the race of superhumans known as the Frost Giants of Asgard

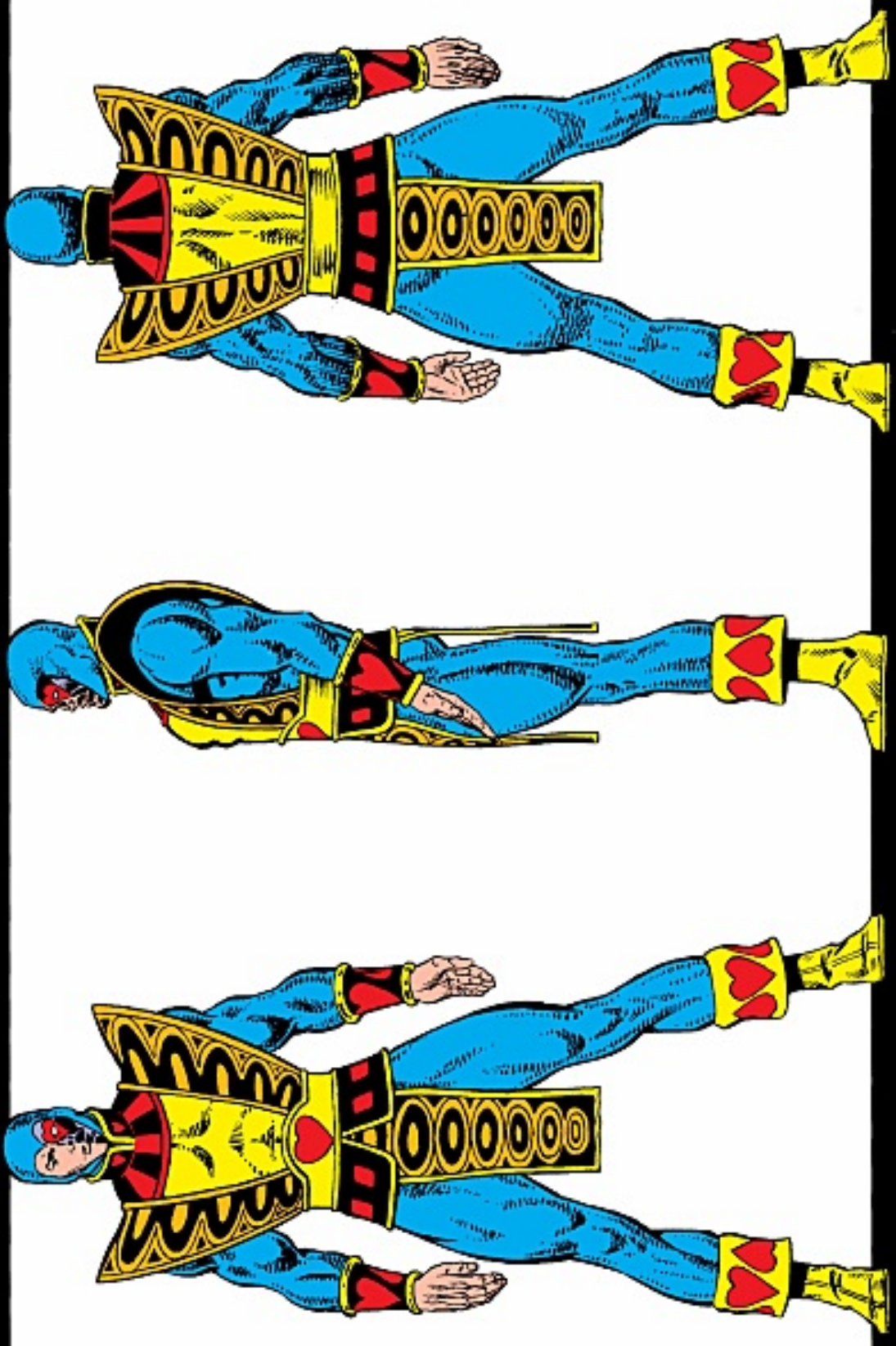
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various, usually travels by foot or on ice-bridge of own making
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (historical) U.S.A. COMICS # 1, (modern) MARVEL PREMIERE #29
Origin issue: Jack Frost's origin is as yet unrevealed.
Significant issues: MARVEL PREMIERE #29/INVADERS #6/MARVEL PREMIERE #30 (Liberty Legion assembled by Bucky Barnes to rescue Invaders brainwashed by the Red Skull, battled Namor the Sub-Mariner and original Human Torch, protected bystanders from shrapnel with ice umbrella); CAPTAIN AMERICA #384 (whereabouts since 1945 revealed, discovered inside stomach of arctic Ice Worm, revived by Captain America, battled Ice Worm, swallowed once more)

JACK OF HEARTS



JACK OF HEARTS

BIOGRAPHICAL DATA

Real name: Jack Hart
Other current aliases: None
Former aliases: None
Dual identity: Known to SHIELD authorities
Current occupation: Unrevealed
Former occupation: Adventurer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New Haven, Connecticut
Marital status: Single
Known relatives: Philip Hart (father deceased), Marie Hart (mother, deceased)
Known confidants: Marcy Kane
Known allies: Iron Man, White Tiger, Sons of the Tiger, Iron Fist, Shang Chi, Guardsman II, Jean DeWolff, Wraith, Sergei the Presence
Major enemies: Corporation, Stryke, Mordecai Midas, Rigellian Commander Arcturus, Hulk, Hemlock, Stranger, Machinesmith, Contraxian Survivalists
Usual base of operations: Unrevealed
Former bases of operations: Hart Mansion, New Haven, Connecticut
Current group membership: None
Former group membership: Defenders, SHIELD trainee
Extent of education: College

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: (without armor) 175 lbs.
Eyes: (right) Blue, (left) White
Hair: Brown
Other distinguishing features: The left half of Jack of Hearts' body has turned purplish-black from direct exposure to "Zero Fluid". Jack of Hearts' left eye has an opaque white membrane covering the entire pupil.

POWERS AND ABILITIES

Intelligence: Normal, but capable of thinking with the speed and efficiency of a computer
Strength: Enhanced human
Flight speed: Unrevealed, possibly warp speed
Stamina: Superhuman
Durability: Metahuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant with some SHIELD combat training
Special skills and abilities: None
Superhuman physical powers: Besides the above listed physical attributes, Jack of Hearts has the ability to generate "zero energy" within his body and project it at will from his body (usually his hands), creating a concussive shockwave. He can also release this energy as intense heat. By projecting the energy downward through his hands he can propel himself upward, thereby flying at great speed. The limits of the amount of energy he can generate are unknown. He can apparently survive unprotected in outer space for an unknown length of time.

Superhuman mental powers: Jack of Heart's brain has incorporated the artificial intelligence of a computerized device called the Scanalyzer, enabling him to think at computer-like speed and store and retrieve information with a computer-like capacity and efficiency.
Special limitations: Jack of Hearts is unable to exert complete control over his vast energies, which sometimes build to an extent that endangers anyone around him.
Source of superhuman powers: Mutagenic effect of "Zero Fluid," combined with alien genes from descent from Contraxian mother

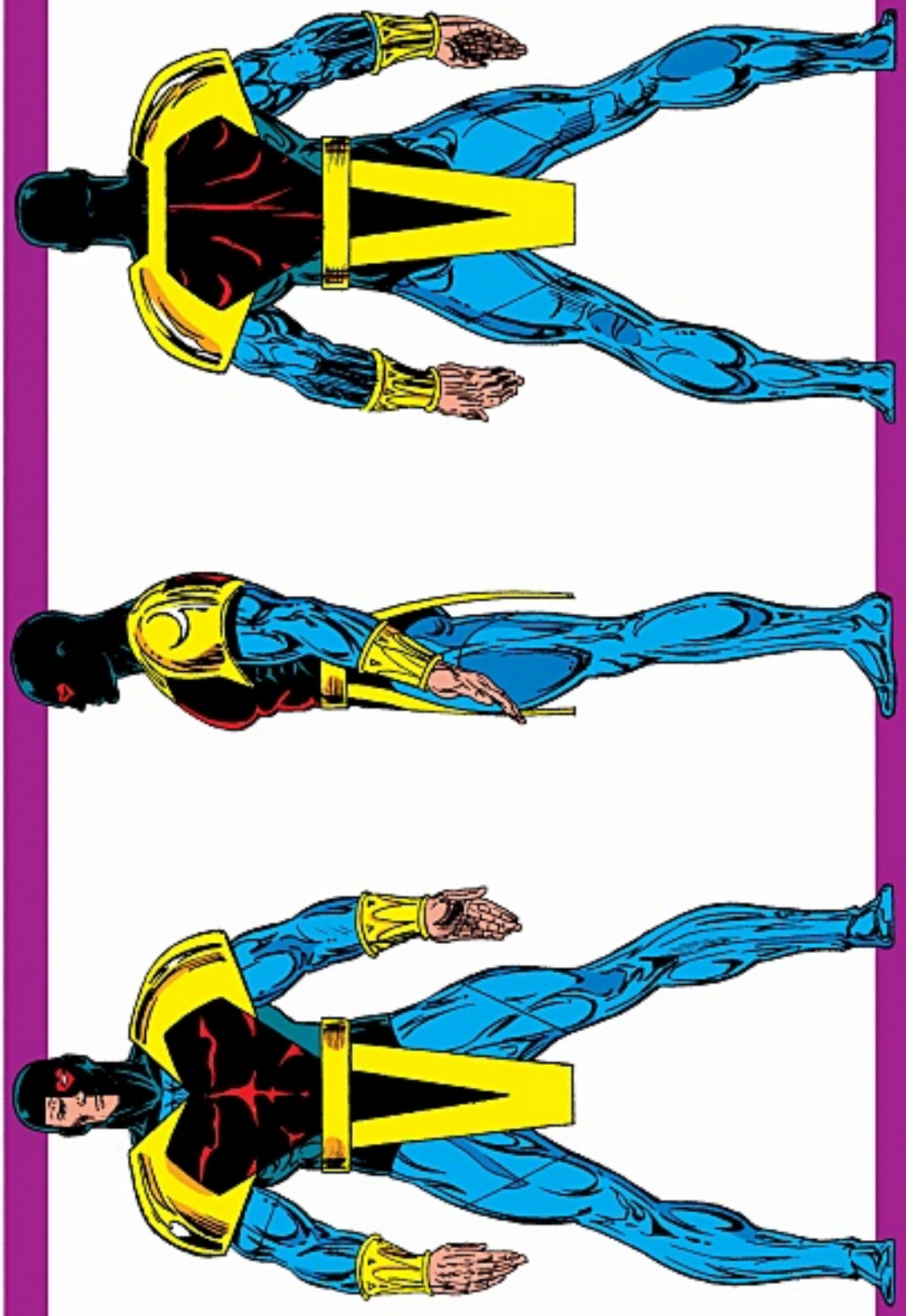
PARAPHERNALIA

Costume specifications: Boron-whisker-impregnated, steel-alloy cloth, articulated body armor, now incorporated as part of Jack of Hearts' body and apparently rendered as resistant to damage as his own body
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Self-propelled flight
Design and manufacture of paraphernalia: His original armor was made by an unrevealed craftsman in medieval Europe; his new uniform was made by Moondragon

BIBLIOGRAPHY

First appearance: DEADLY HANDS OF KUNG FU #23
Origin issue: DEADLY HANDS OF KUNG FU #23, JACK OF HEARTS #2
Significant issues: DEADLY HANDS OF KUNG FU #23 (fought White Tiger); DEADLY HANDS OF KUNG FU #31 (killed Stryke, the mercenary who killed his father); IRON MAN #103 (mistakenly fought Iron Man); IRON MAN #105-108 (teamed with Iron Man, Nick Fury, and others to fight Midas; turned to golden living statue by Midas; freed from golden state by Iron Man and Yellowjacket I); IRON MAN #109 (aided Iron Man in fighting the Soviet Super-Soldiers on the moon); IRON MAN #110-112 (aided Iron Man against Rigellian Commander Arcturus); MARVEL PREMIERE #44 (defeated assassin Hemlock); MARVEL TWO-IN-ONE #48 (fought Thing, who was under mental control of Machinesmith); MARVEL TEAM-UP #134 (reunited with Marcy Kane, fought SHIELD agents who had kept him in confinement, powers temporarily dampened by Spider-Man); JACK OF HEARTS #1-4 (learned that Marcy Kane and his mother were extraterrestrial Contraxians, traveled to Contraxia, discovered his powers had increased exponentially, reenergized its sun, exiled himself in outer space); QUASAR #15 (escaped captivity on Stranger's planet); QUASAR #19-20 (fought Quasar during return to Earth, exploded when the Presence blew hole in uniform); QUASAR #28 (retrieved from space and revived by Moondragon, mentally forced to become her servant)

JACK OF HEARTS™



JACK OF HEARTS

BIOGRAPHICAL DATA

Real name: Jack Hart
Other current aliases: None
Former aliases: None
Dual identity: Known to SHIELD authorities
Current occupation: Unrevealed
Former occupation: Adventurer
Citizenship: United States of America
Legal status: No criminal record
Place of birth: New Haven, Connecticut
Marital status: Single
Known relatives: Philip Hart (father deceased), Marie Hart (mother, deceased)
Known confidants: (former) Marcy Kane
Known allies: Iron Man, White Tiger, Sons of the Tiger, Iron Fist, Shang Chi, Michael O'Brien (Guardsman II), Silver Surfer, Beta-Ray Bill, Gladiator II, Ganymede, Morg, Terrax, (former) Jean DeWolff (deceased), Wraith (deceased), the Presence,
Major enemies: The Corporation, Stryke (deceased), Mordecai Midas, Rigellian Commander Arcturus, Hulk, Hemlock, the Stranger, Machinesmith, Contraxian Survivalists, Quasar, Nebula I, Tyrant
Usual base of operations: Mobile throughout known space
Former bases of operations: Hart Mansion, New Haven, Connecticut
Current group membership: None
Former group membership: Defenders, SHIELD trainee
Extent of education: College

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: (right) Blue, (left) White
Hair: Brown
Other distinguishing features: The left half of Jack of Hearts' body has turned purplish-black from direct exposure to "Zero Fluid". Jack of Hearts' left eye has an opaque white membrane covering the entire pupil.

POWERS AND ABILITIES

Intelligence: Normal, but capable of thinking with the speed and efficiency of a computer
Strength: Enhanced human
Speed: Athlete
Flight speed: Unrevealed, possibly warp speed
Stamina: Superhuman
Durability: Metahuman
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant with some SHIELD combat training
Special skills and abilities: None
Superhuman physical powers: Besides the above listed physical attributes, Jack of Hearts has the ability to generate "zero energy" within his body and project it as concussive force or intense heat or as a propellant to fly. He can survive unprotected in space.

Superhuman mental powers: Jack of Heart's brain has incorporated the artificial intelligence of a computerized device called the Scanalyzer, enabling him to think at computer-like speed and store and retrieve information with a computer-like capacity and efficiency.
Special limitations: Sometimes unable to exert complete control over his energies
Source of superhuman powers: Mutagenic effect of "Zero Fluid," combined with alien genes from descent from Contraxian mother

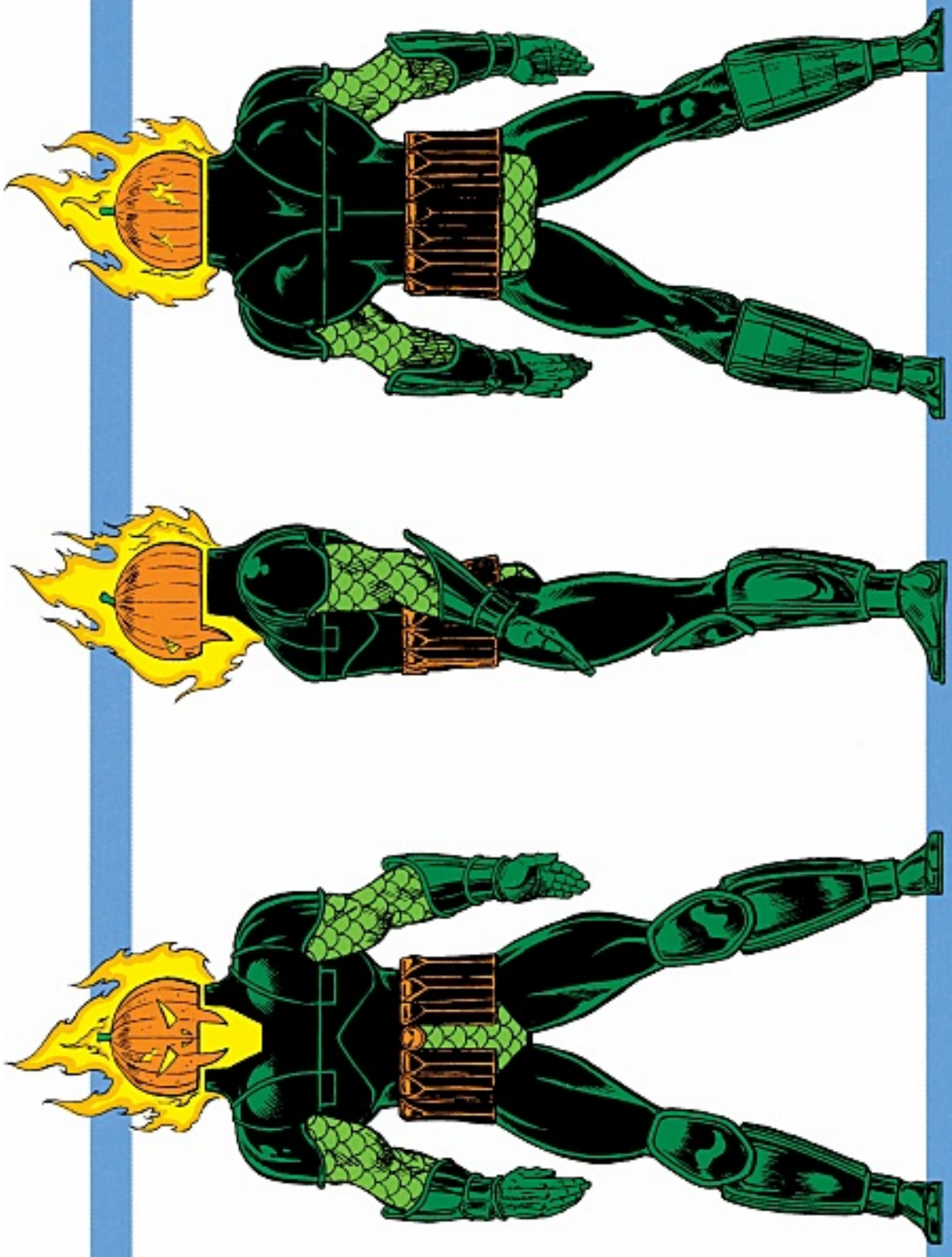
PARAPHERNALIA

Costume specifications: Alien materials designed to contain the Zero energy his body generates.
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: (original armor) Unrevealed craftsman in medieval Europe, (second armor) Moondragon, (current armor) Torval

BIBLIOGRAPHY

First appearance: DEADLY HANDS OF KUNG FU #23
Origin issue: DEADLY HANDS OF KUNG FU #23, JACK OF HEARTS #1
Significant issues: DEADLY HANDS OF KUNG FU #23 (fought White Tiger); DEADLY HANDS OF KUNG FU #31 (killed Stryke, his father's killer); IRON MAN #103, 105-108 (mistakenly fought Iron Man; teamed with Iron Man, Nick Fury, Guardsman II, Jasper Sitwell, Jean DeWolff, and the Wraith, battled Midas I; turned to golden living statue by Midas; freed from golden state by Iron Man and Yellowjacket I); IRON MAN #109 (aided Iron Man in fighting the Soviet Super-Soldiers on the moon); IRON MAN #110-112 (aided Iron Man against Rigellian Commander Arcturus); MARVEL PREMIERE #44 (fought Hemlock); MARVEL TWO-IN-ONE #48 (fought Thing, who was under mental control of Machinesmith); MARVEL TEAM-UP #134 (reunited with Marcy Kane, fought SHIELD agents, powers temporarily dampened by Spider-Man); JACK OF HEARTS #1-4 (learned that Marcy Kane and his mother were extraterrestrial Contraxians, traveled to Contraxia, discovered his powers had increased exponentially, reenergized its sun, exiled himself in outer space); QUASAR #15 (escaped captivity on Stranger's planet); QUASAR #19-20 (fought Quasar during return to Earth, exploded when the Presence blew hole in uniform); QUASAR #28 (retrieved from space, revived and mentally controlled by Moondragon, attacked Kismet); SILVER SURFER Vol. 3 #76-78 (sought Silver Surfer's aid, received new armor on Anvil; alongside Silver Surfer, battled Nebula I and Geatar)

JACK O'LANTERN™



JACK O' LANTERN II

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: Presumably known to the federal authorities
Current Occupation: Operative for the Red Skull
Former occupation: Professional criminal
Citizenship: Unrevealed, presumably United States
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: None
Known confidants: Blackwing
Known allies: Red Skull, Skeleton Crew (Blackwing, Crossbones, Mother Night, Machinesmith), (former) Cutthroat (deceased)
Major enemies: Captain America,Diamondback II, the Falcon
Usual base of operations: Red Skull's lodge in the Rocky Mountains
Former bases of operations: Unrevealed
Current group membership: Skeleton Crew
Former group membership: None known
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6'
Weight: 200 lbs
Eyes: Unrevealed
Hair: Unrevealed
Other distinguishing features: None known

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Good hand-to-hand combatant, trained in most forms of unarmed combat and the martial arts
Special skills and abilities: May have been trained as an intelligence agent
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Complete body armor made of metal-mesh covered in multi-segmented kevlar panels, incorporating a rigid, articulated shell which can resist a 7-pound bazooka anti-tank warhead. Bulletproof helmet with an internal three hour, compressed air supply. Helmet is equipped with a telescopic infrared image-intensifiers for seeing in the dark and 360 degree scanning device for seeing

all around himself. The base of the helmet is equipped with a fine network of pinholes which maintain a low temperature, low density flame ("stage-fire") that rings the helmet at all times. The air supply cools the helmet's interior. Helmet is padded to protect his head from injury

Personal weaponry: Wrist-blasters which can deliver an electrical shock within a range of 35 feet.

Special weaponry: Various types of grenades, including anaesthetic, lachrymatory (tear gas), hallucinogenic, and regurgitant gas grenades, smoke grenades, and concussion grenades. Grenades are shaped like spheres or pumpkins. Can fire small grenades from wrist devices. Can also release "ghost-grabbers," which are thick, semi-transparent films which adhere to a victim.

Other accessories: None known

Transportation: Rides atop a one-man hovercraft with electric motor powered by a high density lithium rechargeable battery

Design and manufacture of paraphernalia: Costume and equipment modeled after those created by Jason Philip Macendale, Jr. (Jack O'Lantern I, now Hobgoblin II)

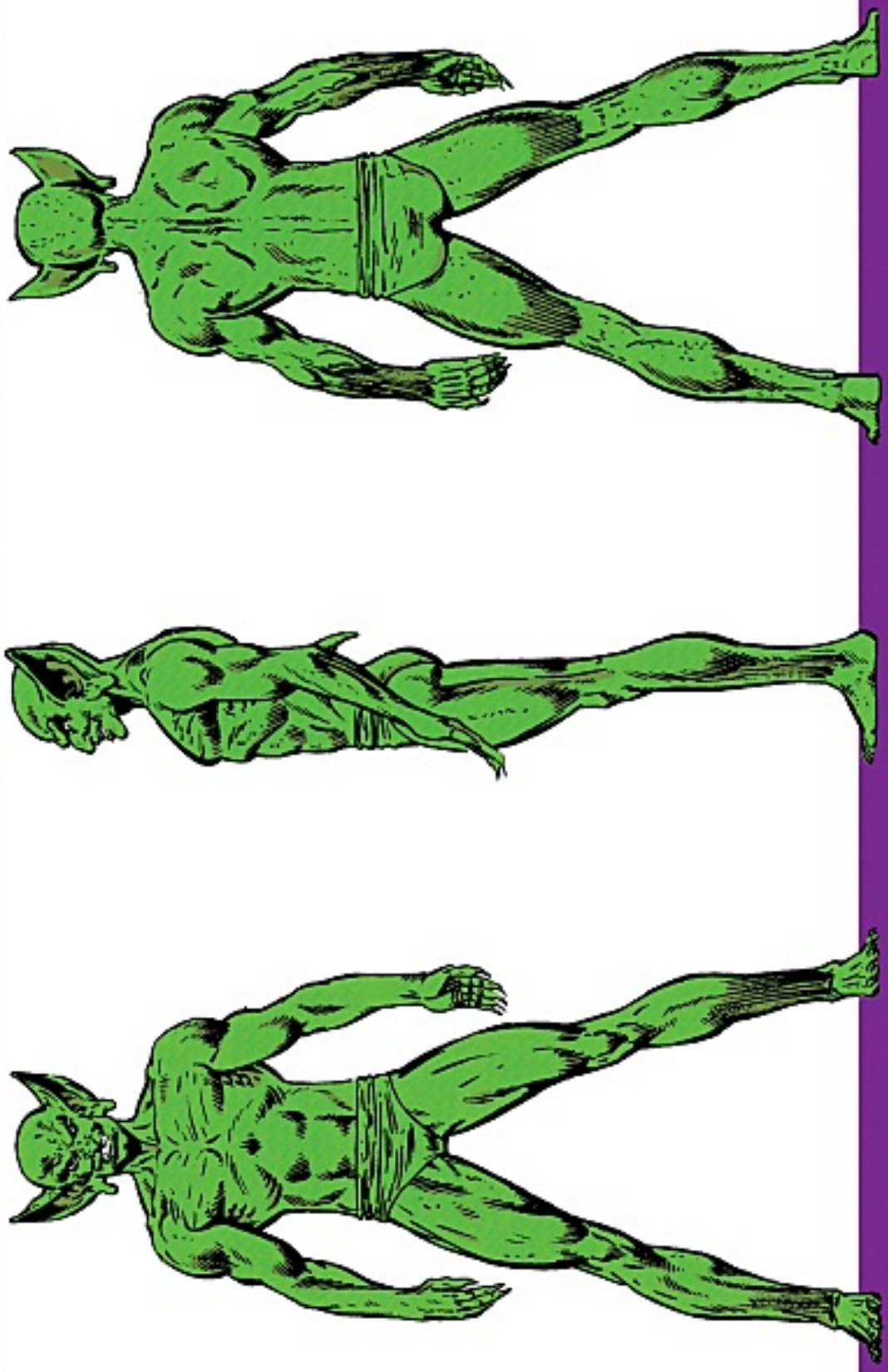
BIBLIOGRAPHY

First appearance: CAPTAIN AMERICA #396

Origin issue: Jack O'Lantern II's origin is as yet unrevealed

Significant issues: CAPTAIN AMERICA #396-397 (alongside Blackwing, searched Skullhouse, first battled Captain America); CAPTAIN AMERICA #398 (with Blackwing, admitted as provisional members of Red Skull's Skeleton Crew); CAPTAIN AMERICA #405-408 (fought Crossbones and Diamondback II, captured Diamondback II); CAPTAIN AMERICA #409 (fought escaping Diamondback II in mid-air); CAPTAIN AMERICA #410 (defeated in combat by Falcon, taken to the Vault)

JACKAL™



JACKAL

BIOGRAPHICAL DATA

Real name: Miles Warren
Aliases at time of death: None
Former aliases : None
Dual identity: Secret
Occupation at time of death: Professor of biochemistry at Empire State University
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Deceased
Place of birth: Brooklyn, New York
Place of death: Shea Stadium, Queens, New York
Cause of death: Killed in explosion of his own bomb
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: The Punisher, the Grizzly, the Tarantula
Major enemies: Spider-Man
Base of operations at time of death: New York City
Former base of operations: Empire State University, New York City
Group membership at time of death: None
Former group membership: None
Extent of education: Ph.D. in biochemistry

PHYSICAL DESCRIPTION

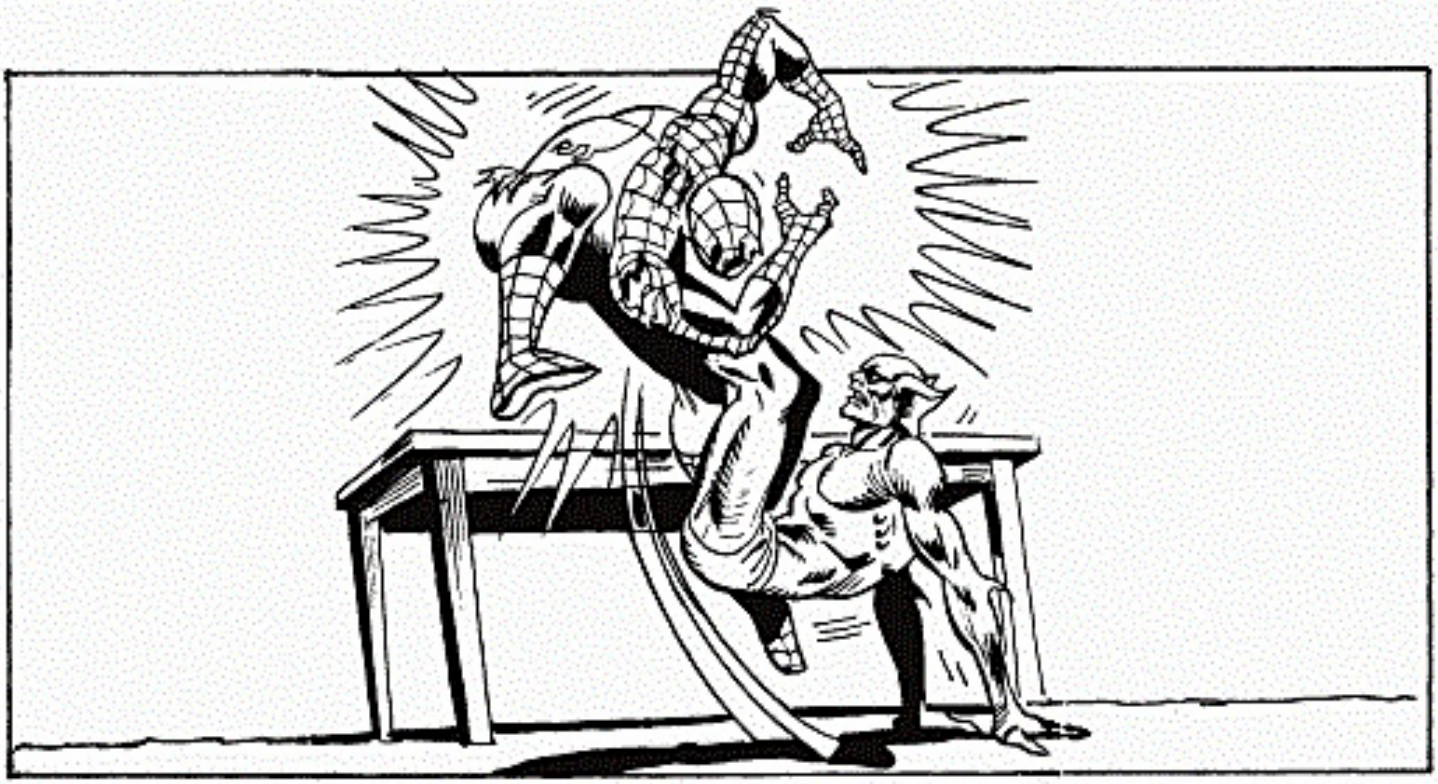
Height: 5' 10"
Weight: 175 lbs.
Eyes: Green
Hair: Gray
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Athlete
Speed: Athlete
Stamina: Normal
Durability: Normal
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic hand-to-hand combat
Special skills and abilities: Extensive knowledge of biochemistry and other physical sciences
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric with latex mask
Personal weaponry: The Jackal's gloves and boots were equipped with razor-sharp steel claws which were sometimes coated with poison or anesthesia, or sometimes attached to electrical devices to administer shocks to his victims
Special weaponry: None
Other accessories: Various items of sophisticated technology, particularly

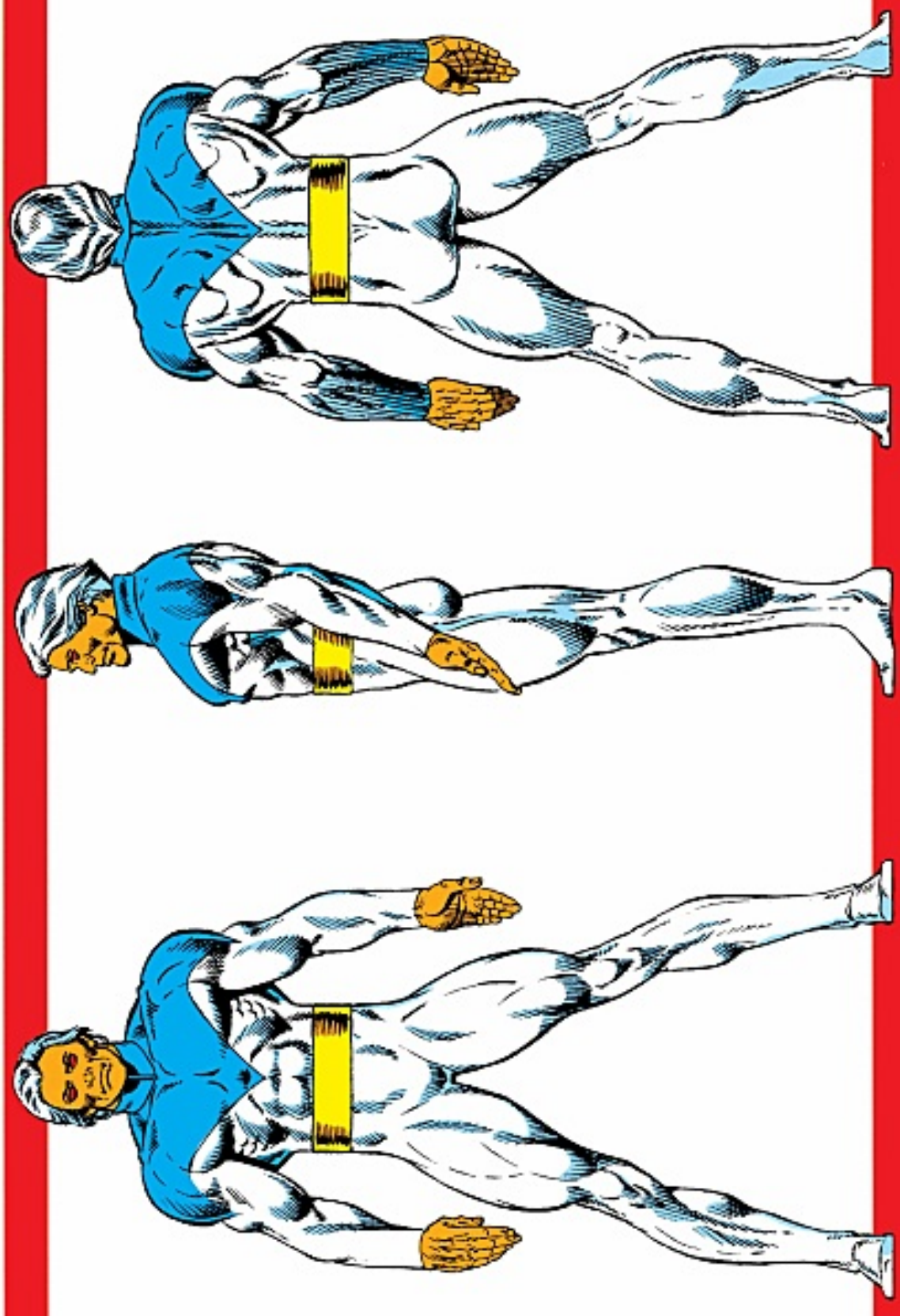


engineering
Transportation: Various
Design and manufacture of paraphernalia: Miles Warren

BIBLIOGRAPHY

First appearance: (as Miles Warren) AMAZING SPIDER-MAN #31, (as Jackal) AMAZING SPIDER-MAN #129
Origin issue: AMAZING SPIDER-MAN #149
Significant issues: AMAZING SPIDER-MAN #31 (as Miles Warren, first encountered Peter Parker in biochemistry class); AMAZING SPIDER-MAN #129 (as the Jackal, allied himself with the Punisher against Spider-Man; alliance with the Punisher dissolved); AMAZING SPIDER-MAN #130 (attempted to incite gang war between Hammerhead and Doctor Octopus); AMAZING SPIDER-MAN #139 (equipped wrestler Mark Markham with costume and powerful exo-skeleton of the Grizzly and sent him to assassinate newspaper publisher J.Jonah Jameson); AMAZING SPIDER-MAN #140 (held Peter Parker hostage in scheme to trap Spider-Man); AMAZING SPIDER-MAN #147 (captured Spider-Man with the help of the Tarantula); AMAZING SPIDER-MAN #148 (revealed true identity to Spider-Man); AMAZING SPIDER-MAN #149 (sent genetic "clone" of Spider-Man to battle the real Spider-Man; died while attempting to redeem himself)

JANUS™



JANUS II

BIOGRAPHICAL DATA

Real name: Janus (presumably his surname is either Dracula or Tepes)
Other current aliases: Son of Dracula
Former aliases : The Golden Angel
Dual identity: None, the general populace of Earth is unaware of Janus's existence.
Current occupation: None; still an infant
Former occupation: Angel, messenger and warrior of God
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Boston, Massachusetts
Marital status: Single
Known relatives: Vlad Dracula (Vlad Tepes, father), Domini (mother), Vlad Tepelus (half-brother, deceased), Lilith I (half-sister, deceased), Mircea, Radu (uncles, deceased), Frank Drake (father's descendant)
Known confidants: None
Known allies: Domini
Major enemies: Dracula, Anton Lupeski (deceased), Mephisto
Usual base of operations: Boston, Massachusetts
Former base of operations: None
Current group membership: None
Former group membership: None
Extent of education: None

PHYSICAL DESCRIPTION

Height: (as angel) 6' 2", (as infant) 22"
Weight: (as angel) 230 lbs., (as infant) 8 lbs. 2 oz.
Eyes: Red
Hair: (as angel) Silver-white, (as infant) None
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Natural winged flight limit
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Adept hand-to-hand combatant, no formal training
Special skills and abilities: Unrevealed
Superhuman physical powers: Aside from the above listed attributes, the ability to hurl beams of concussive mystic force from his eyes and hands, ability to absorb and repel energies hurled against him, ability to change form into a golden eagle
Superhuman mental powers: (as angel) Self-levitation, ability to control weather and dispel storms in limited areas, immunity to Dracula's hypnotic powers and ability to break his hypnotic hold over others
Special limitations: None known
Source of superhuman powers: Unrevealed

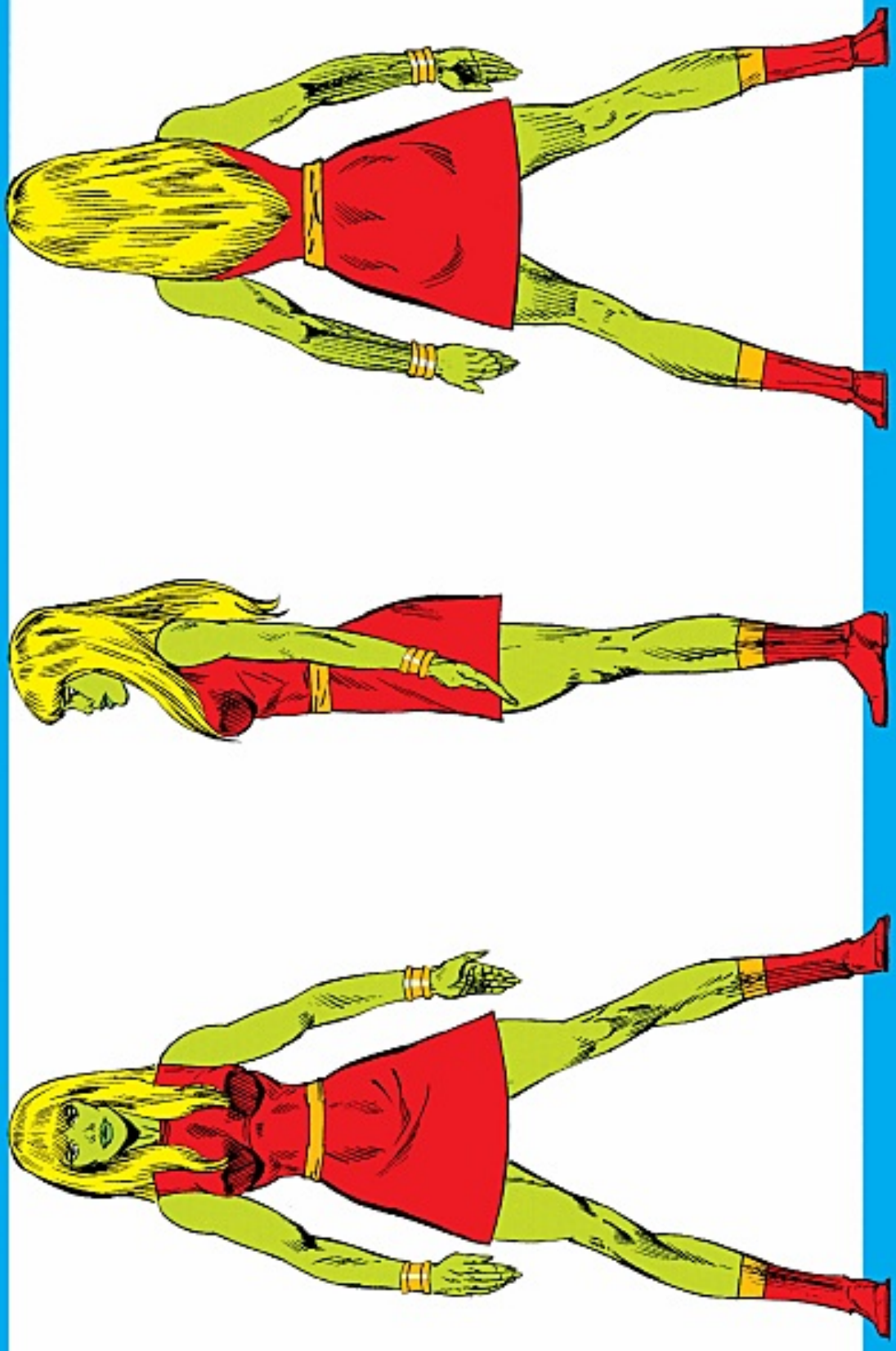
PARAPHERNALIA

Costume specifications: Unspecified materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight via self-levitation or by shape-changing into an eagle
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: (as angel) (in shadow) TOMB OF DRACULA Vol. 1 #51, (fully seen) TOMB OF DRACULA Vol. 1 #52, (as infant) TOMB OF DRACULA Vol. 1 #54
Origin issue: TOMB OF DRACULA Vol. 1 #54, 61
Significant issues: TOMB OF DRACULA Vol. 1 #52 (revealed to have appeared to Dracula and thwarted his will in times past; as angel, battled Dracula, predicted his death, slain by Dracula); TOMB OF DRACULA Vol. 1 #54 (as infant, born to Dracula and Domini); TOMB OF DRACULA Vol. 1 #59 (accidentally killed by Anton Lupeski during attack by Quincy Harker, Rachel Van Helsing, Frank Drake, and Harold H. Harold on Dracula); TOMB OF DRACULA Vol. 1 #61 (merged with golden angel and reborn as an adult); TOMB OF DRACULA Vol. 1 #62 (battled Dracula, prevented his victims from becoming vampires); TOMB OF DRACULA Vol. 1 #63 (alongside Dracula, Frank Drake, and Topaz, battled demonic creature); TOMB OF DRACULA Vol. 1 #70 (separated into his two component selves, returned to Domini as a normal human infant)
Note: Janus II is not to be confused with Richard Janus, the Nega-Man, who once clashed with the Fantastic Four.

JARELLA™



JARELLA

BIOGRAPHICAL DATA

Real name: Jarella
Aliases at time of death: None
Former aliases : None
Dual identity: None, the general populace of Earth was unaware of Jarella's existence
Occupation at time of death: Empress of K'ai
Former occupation: Unrevealed
Citizenship: The "micro-world" of K'ai
Legal status: No criminal record
Place of birth: K'ai
Place of death: An unnamed town in New Mexico
Cause of death: Crushed to death saving child from collapsing wall during the Hulk's battle with the Crypto-Man
Marital status: Single, engaged to Bruce Banner
Known relatives: None
Known confidants: Bruce Banner/Hulk
Known allies: The Hulk, the Pantheon of Sorcerers (Torla, Holi, Moli; also known as the Sorcerer's Triad), Dr. Peter Corbeau
Major enemies: Psyklop, Lord Visis, Fialin (deceased), Krylar (deceased), the Pitfall Pawob, the Crypto-Man
Base of operations at time of death: New Mexico area
Former base of operations: K'ai
Group membership at time of death: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: (on Earth) 5' 6"
Weight: (on Earth) 126 lbs.
Eyes: Green
Hair: Blonde
Other distinguishing features: Light green skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Superb hand-to-hand combatant, excellent swordswoman
Special skills and abilities: Brilliant military strategist
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: Alien materials resembling ordinary fabric
Personal weaponry: Sword
Special weaponry: None
Other accessories: None
Transportation: Horse-like steeds and

winged serpent-creatures indigenous to K'ai

Design and manufacture of paraphernalia: Unnamed weaponsmith's of K'ai

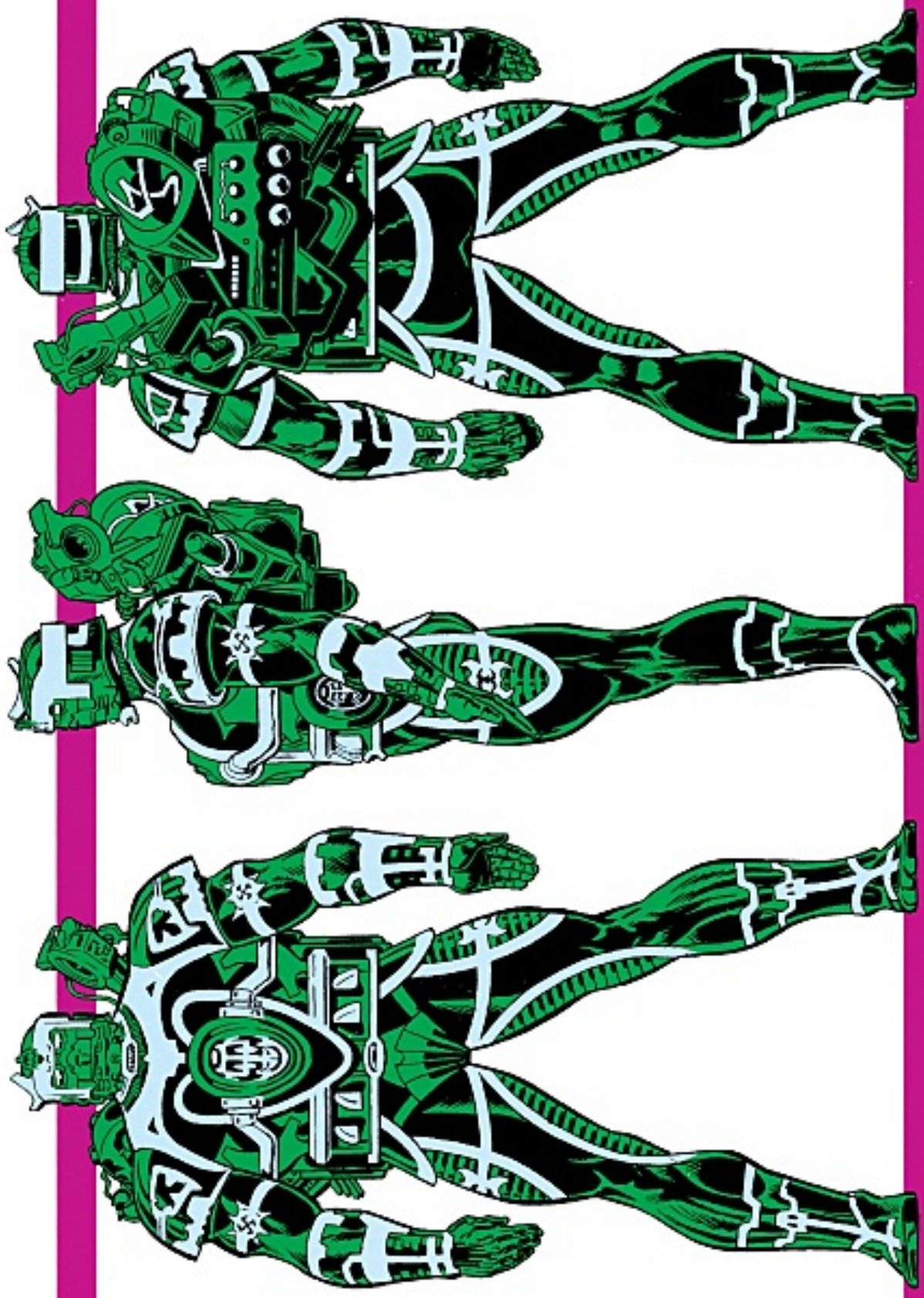
BIBLIOGRAPHY

First appearance: INCREDIBLE HULK Vol. 2 #140

Origin issue: Jarella's origin is as yet unrevealed.

Significant issues: INCREDIBLE HULK Vol. 2 #140 (first encountered the Hulk and proclaimed him her husband, exiled Lord Visis from city after assassination attempt); INCREDIBLE HULK Vol. 2 #148 (sent to earth by Pantheon of Sorcerers to retrieve the Hulk, inadvertently caused solar storms; battled Fialin and returned to K'ai); INCREDIBLE HULK Vol. 2 #156 (revealed to have lost war against Visis and been taken captive; alongside the Hulk, defeated Visis and Krylar); INCREDIBLE HULK Vol. 2 #202-203 (alongside the Hulk, battled Psyklop; returned to Earth with Hulk by Doc Samson); INCREDIBLE HULK Vol. 2 #205 (killed saving child's life during Hulk's battle with Crypto-Man); INCREDIBLE HULK Vol. 2 #240 (body revealed to have been kept at Gamma Base); INCREDIBLE HULK Vol. 2 #246-248 (body returned to K'ai for burial by the Hulk)

JEMIAH™



JEMIAH THE ANALYZER

BIOGRAPHICAL DATA

Real name: Jemiah
Other current aliases: None
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of Jemiah's existence
Current occupation: Scientist, genetic engineer, theoretician
Former occupation: Unknown
Citizenship: Inapplicable
Legal status: Probably inapplicable
Place of birth: Unrevealed
Marital status: Unrevealed, possibly inapplicable
Known relatives: Unrevealed, possibly inapplicable
Known confidants: Unrevealed, possibly inapplicable
Known allies: The Celestials, Ajak, Gilgamesh
Major enemies: The Black Celestial (also known as the Dreaming Celestial and the Great Renegade)
Usual base of operations: Unknown, Celestials have moved throughout known space
Former bases of operations: Unknown
Current group membership: The Fourth Celestial Host
Former group membership: The First, Second, and Third Celestial Hosts
Extent of education: Unknown, perhaps inapplicable

PHYSICAL DESCRIPTION

Height: 2000' (approximately)
Weight: Unknown
Eyes: Unknown, perhaps inapplicable
Hair: Unknown, perhaps inapplicable
Other distinguishing features: Despite its immense size, Jemiah apparently has the bodily proportions of a humanoid being evolved in Earth's atmosphere and gravity.

POWERS AND ABILITIES

Intelligence: Unrevealed, possibly immeasurable
Strength: Unrevealed, possibly immeasurable
Speed: Normal human
Stamina: Unrevealed, possibly immeasurable
Durability: Unrevealed, possibly totally indestructible
Agility: Normal human, possibly below normal
Reflexes: Normal human, possibly below normal
Fighting skills: Unknown
Special skills and abilities: Extraordinarily advanced knowledge of genetics and mathematics, others unknown
Superhuman physical powers: Celestials are total enigmas, whose physical powers may be equal or superior to the most powerful physical beings in the known universe.

Superhuman mental powers: Illusion-casting, probably telepathy and other psionic powers
Special limitations: Unknown, but the Celestials do not appear to have the capacity to time or dimension travel
Source of superhuman powers: Unknown

PARAPHERNALIA

Costume specifications: Unknown, possibly armament or tissue composed of unrevealed alien metal
Personal weaponry: Unknown
Special weaponry: Unknown
Other accessories: Unknown
Transportation: All Celestials can levitate. The Fourth Celestial Host travels through space by means of an immense mothership almost as large as Earth's moon. It is unknown if Celestials can convert themselves to energy for teleportation like the Watchers can.
Design and manufacture of para-phernalia: Unknown

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #7
Origin issue: Jemiah's origin is as yet unrevealed.
Significant issues: THOR #300 (alongside assembled Fourth Celestial Host in Peru, confronted and resisted Odin animating the Destroyer, the Uni-Mind, and Thor, left Earth); QUASAR #25 (witnessed near-destruction of universe by black hole created by Maelstrom)

JESTER™

JESTER

BIOGRAPHICAL DATA

Real name: (I) Jonathan Powers, (II) Unrevealed
Other current aliases: (both) None
Former aliases : (both) None
Dual identity: (I) Publicly known (II) Secret
Current occupation: (I) Television actor, (II) Professional criminal
Former occupations: (I) Professional criminal, (II) Unrevealed
Citizenship: (both) United States of America
Legal status: (both) Criminal record in the U.S.
Place of birth: (I) Hoboken, New Jersey, (II) Unrevealed
Marital status: (I) Single, (II) Unrevealed
Known relatives: (both) None
Known confidants: (both) None
Known allies: (I) (former) Tinkerer, Richard Raleigh (deceased), Cobra (now King Cobra), Mr. Hyde, Gladiator I, Purple Man (deceased); (II) Doctor Doom, Hydro-Man, Rock, Fenris
Major enemies: (I) Daredevil; (II) The Avengers, Cloak and Dagger
Usual base of operations: (both) New York City
Former bases of operations: (both) None
Current group membership: (both)None
Former group membership: (both) None
Extent of education: (both) Unrevealed

PHYSICAL DESCRIPTION

Height: (I) 6' 2", (II) 5' 10"
Weight: (I) 190 lbs., (II) 165 lbs.
Eyes: (both) Blue
Hair: (I) Brown, (II) Unrevealed
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: (both) Normal
Strength: (both) Athlete
Speed: (both) Athlete
Stamina: (both) Athlete
Durability: (both) Athlete
Agility: (both) Athlete
Reflexes: (both) Athlete
Fighting skills: (I) Trained in gymnastics, swordsmanship and unarmed combat, (II) Unrevealed
Special skills: (I) Minimally talented actor, (II) Unrevealed
Superhuman physical powers: (both) None
Superhuman mental powers: (both) None
Special limitations: (both) None
Source of superhuman powers: (both) Inapplicable

PARAPHERNALIA

Costume specifications: (both) Conventional fabrics
Personal weaponry: (both) A variety of modified toys and gimmicks, including a yo-yo with weighted knob and steel cable which emits earsplitting sounds when whirled at high speed, ball bearing mar-

bles, exploding gas-filled "popcorn," plastic flying discs which squirt an anaesthetic drug, rubber balls containing plastic explosives, an extendible artificial hand equipped with electrical charge, an artificial hand that can be fired from a small air-cannon, and other devices

Special weaponry: (both) Various as needed

Other accessories: (both) Two-foot tall miniature robots equipped with laser weaponry, diamond drill bits, etc., remote controlled by radio-linked microprocessor

Transportation: (I) A specially designed one-man submarine, conventional means as well, (II) Conventional

Design and manufacture of paraphernalia: The Tinkerer

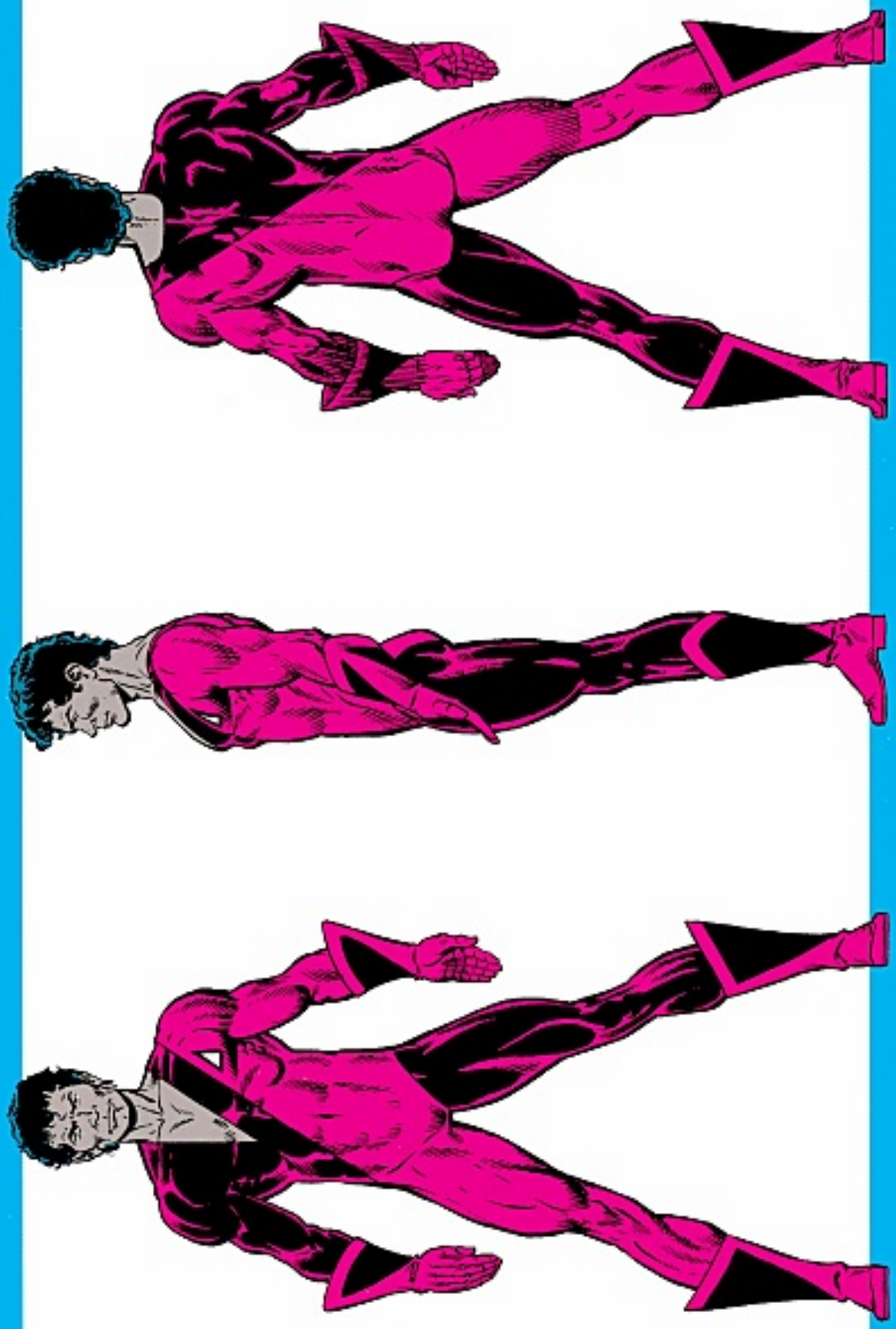
BIBLIOGRAPHY

First appearance: (I) DAREDEVIL #42; (II) CLOAK & DAGGER Vol. 3 #9

Origin issue: (I) DAREDEVIL #42; (II) CLOAK & DAGGER Vol. 3 #9

Significant issues: DAREDEVIL #42 (I: hired by Richard Raleigh to kill Foggy Nelson, battled Daredevil); DAREDEVIL #44-46 (framed Daredevil for "murder" of Jonathan Powers, battled Daredevil); DAREDEVIL #61 (alongside Cobra and Mister Hyde, battled Daredevil); DAREDEVIL #124, 129, 131, 133-137 (broadcast false news reports smearing Foggy Nelson's political campaign and undermining public trust in the government and the media, battled Daredevil); DAREDEVIL #154 (employed by the Purple Man; alongside Cobra, Mister Hyde, and Gladiator I, battled Daredevil and Paladin); MOON KNIGHT Vol. 1 #13 (battled Moon Knight and Daredevil); DAREDEVIL #218 (as Jonathan Powers, portrayed Cyrano de Bergerac on television; presumably abandoned Jester identity); CLOAK & DAGGER Vol. 3 #9 (II: alongside Hydro-Man, Fenris, Rock, and Hulk robot, battled Cloak and Dagger, and the Avengers)

JETSTREAM™



JETSTREAM

BIOGRAPHICAL DATA

Real name: Haroun ibn Sallah al-Rashid
Other aliases at time of death: None
Former aliases: None known
Dual identity: Secret
Occupation at time of death: Student and operative of the White Queen
Former occupation: None
Citizenship: Morocco
Legal status: No criminal record, a minor at the time of his death
Place of birth: The Rif Mountains, Morocco
Place of death: Hellfire Club Mansion, Manhattan, New York City
Cause of death: Life force absorbed by the mutant Trevor Fitzroy
Marital status: Single
Known relatives: None
Known confidants at time of death: Hellions (Roulette, Tarot, Empath, Thunderbird II, Catseye)
Known allies: Hellions, White Queen, Hellfire Club Inner Circle
Major enemies: New Mutants, New Warriors
Usual base of operations: Massachusetts Academy, Berkshire Mountains, Massachusetts
Former bases of operations: The Rif Mountains, Morocco
Group membership at time of death: Hellion
Former group membership: None
Extent of education: Taking high school level courses at the time of his death

PHYSICAL DESCRIPTION

Height: 5' 7"
Weight: 145 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Normal
Flight speed: Subsonic
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant, trained at the Massachusetts Academy
Special skills and abilities: Skilled in utilizing computers
Superhuman physical powers: The ability to generate thermochemical energy and release and release it from his skin beneath him, thereby propelling himself through the air like a rocket. The energy released was accompanied by plasma (a super-heated state of matter). He could also release energy from his arm, thus delivering at close to the speed of sound. Jetstream's body was immune to damage from the intense heat released by these energy discharges and by the plasma. His bionic systems (including a bionic backpack and rockets on his thighs, all of which could fold into his body) enabled

him to contain, focus, and control his power. Bionic computerized scanning devices aided him in aerial navigation.
Superhuman mental powers: None
Special limitations: Jetstream could only release thermochemical energy in one direction, beneath himself or his arm. He could not fly beyond a certain undefined distance without temporarily exhausting his energy powers
Source of superhuman powers: Genetic mutation enhanced by bionic implants

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric treated to be highly resistant to damage from heat and flame
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Frost Industries

BIBLIOGRAPHY

First appearance: NEW MUTANTS #16
Origin issue: Jetstream's origin is as yet unrevealed.
Significant issues: NEW MUTANTS #16-17 (first battled Cannonball II and other New Mutants, was defeated by Magma II; quarrelled with Empath, lost duel of powers with Cannonball II); NEW MUTANTS #39 (challenged Cannonball to another duel); NEW MUTANTS #43 (used computers to find Empath, who had been captured by New Mutants); NEW MUTANTS #53-54, 56 (repeated his challenge to Cannonball II at Hellfire Club gala; participated in Hellion's capture of Viper II and Silver Samurai; participated in Hellion's unsuccessful attempt to capture Bird-Brain); NEW MUTANTS #62 (joined in Hellion's mock attack on new recruit Magma II during training session); NEW WARRIORS #10 (along with other Hellions, fought New Warriors, was personally defeated by Nova I); UNCANNY X-MEN #281 (captured and had his life force absorbed by Trevor Fitzroy)

JIGSAW™

JIGSAW

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : None
Dual identity: None
Current occupation: Professional criminal
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Presumed single
Known relatives: None
Known confidants: None
Known allies: Reverend Samuel Smith
Major enemies: The Punisher
Usual base of operations: Mobile
Former bases of operations: New York City
Current group membership: None
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 250 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Jigsaw's face is noticeably scarred

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Normal
Fighting skills: Extensive experience wioth streetfighting techniques
Special skills and abilities: Familiarity with a variety of weapons and criminal techniques
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

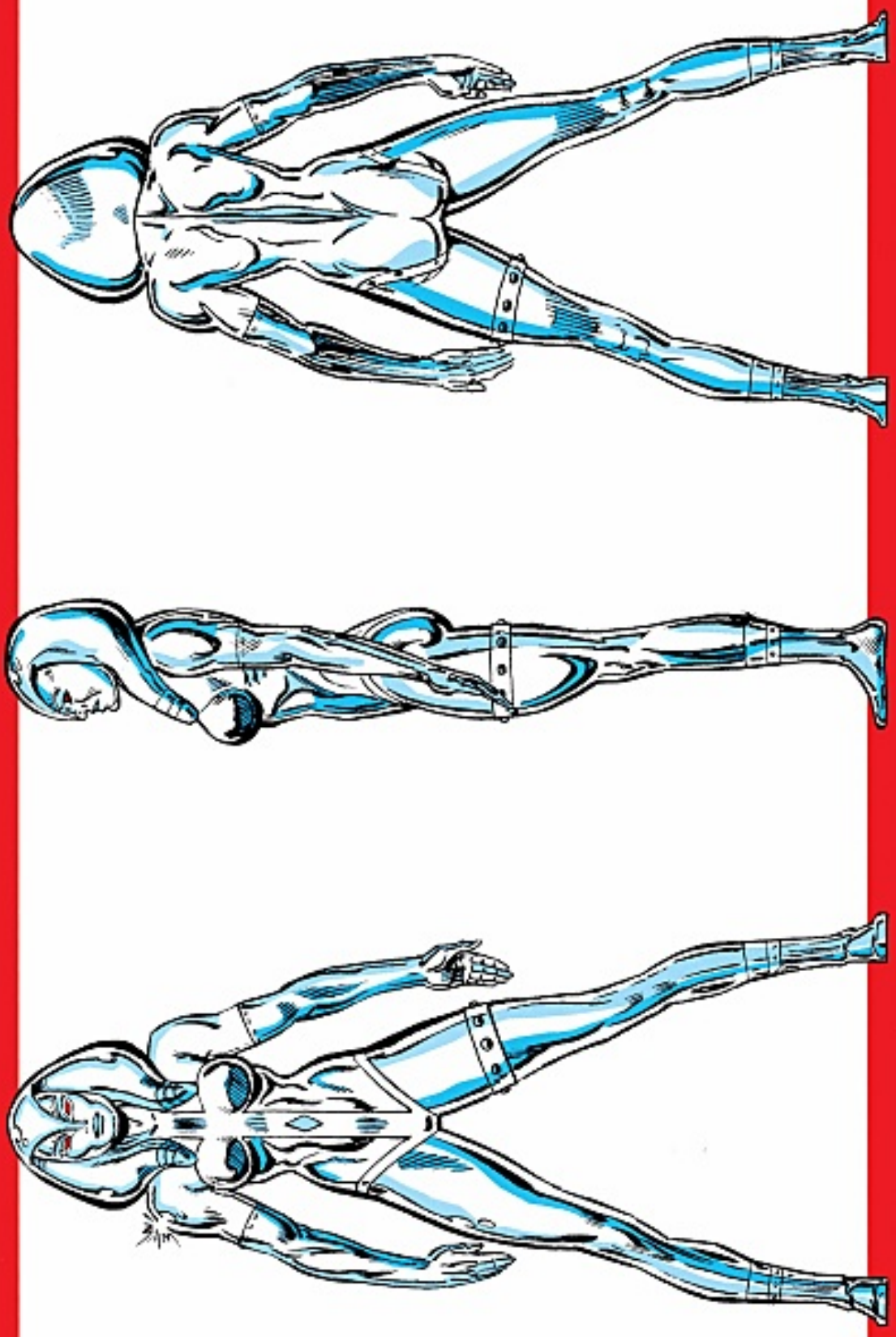
Costume specifications: Ordinary fabric
Personal weaponry: Various handguns, as needed
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Commercial and black market sources

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #188
Origin issue: AMAZING SPIDER-MAN #188
Significant issues: AMAZING SPIDER-MAN #188 (sought revenge on Punisher for mutilated face; battled Spider-Man and Punisher); PUNISHER Vol. 1 #1 (attemp-

ted to kill Punisher in prison); PUNISHER Vol. 2 #35-38 (allied with Reverend Samuel Smith in plot to kill Punisher); PUNISHER #39 (face healed; died); PUNISHER #40 (revived by Belasco; battled Punisher; face ruined again)

JOCASTA™



JOCASTA

BIOGRAPHICAL DATA

Real name: Jocasta
Aliases at time of destruction: None
Former aliases: Bride of Ultron
Dual identity: None
Occupation at time of destruction: Adventurer
Former occupation: None
Citizenship: Inapplicable
Legal status: Inapplicable
Place of construction: An abandoned aerospace research center in Nassau, Long Island, New York State
Place of destruction: The High Evolutionary's command ship
Cause of destruction: Deliberately disrupted matter-anti-matter drive of High Evolutionary's ship, causing explosion which destroyed the ship and its contents
Marital status: Inapplicable
Known realtives: Inapplicable
Known confidants: None
Known allies: The Avengers, the Fantastic Four, Alicia Masters, Machine Man, Madame Menace
Major enemies: Ultron, the High Evolutionary
Base of operations at time of destruction: Mobile
Former bases of operations: Avengers mansion, New York City
Group membership at time of destruction: Avengers reservist
Former group membership: The Avengers (provisional member, voted honorary member posthumously after first deactivation
Extent of programming: Capacity for unlimited self-motivated activity, creative intelligence, and human-like emotions

PHYSICAL DESCRIPTION

Height: 5'9"
Weight: 750 lbs.
Optical imaging sensors: Red
Hair: None
Other distinguishing features: Jocasta's body is made of titanium steel, giving her a shiny metallic appearance.

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 10
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Normal
Reflexes: Superhuman
Fighting skills: None
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Jocasta had superhuman senses of sight and hearing; the ability to perceive minute electromagnetic particles; the ability to project beams of electromagnetic energy from optical sensors and hands
Superhuman mental powers: Superhuman cybernetic analytical capabilities; ability to process information and make calculations with superhuman

speed and accuracy
Special limitations: None
Source of superhuman powers: Robotic materials, design, and construction

PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Usually on foot
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: AVENGERS #162
Origin issue: AVENGERS #162
Significant issues: AVENGERS #162 (created by Ultron to be his mate, designed by him as a robot surrogate of the Wasp and infused with the Wasp's personality as a template for her mental processes, sacrificed her existence to summon Avengers to defeat Ultron); AVENGERS #170-171 (reactivated by Ultron by remote control, escaped from Avengers custody; led Avengers into Ultron's trap, turned against Ultron and attempted to destroy him, abducted by the Collector); AVENGERS #174-177 (freed from the Collector by Avengers; aided the Avengers against Korvac); AVENGERS #202-203 (electronically deactivated by Iron Man under control by Ultron; reactivated following Ultron's defeat); AVENGERS #211 (left Avengers following a membership reorganization, unaware that they had planned to grant her special substitute member status); MARVEL TWO-IN-ONE #92-93 (befriended by the Fantastic Four and Alicia Masters, compelled by preprogrammed commands to recreate Ultron, battled Ultron alongside the Thing and Machine Man; became attracted to Machine Man, destroyed in attempt to destroy Ultron); AVENGERS ANNUAL #17 (rebuilt by the High Evolutionary's technicians, destroyed again in explosion of High Evolutionary's command ship); IRON MAN ANNUAL #11 (head assembly retrieved by Avengers, turned over to Machine Man for possible repair, fell into hands of Madam Menace during events of "Terminus Factor"); MACHINE MAN Vol. 2 #1-4 (in an alternate future, rebuilt with new body by Madam Menace, encountered revived Machine Man in 2020 A.D.)

JONES, RICK™

JONES, RICK

BIOGRAPHICAL DATA

Real name: Richard M. "Rick" Jones
Other current aliases: None
Former aliases: Bucky IV, Hulk II
Dual identity: None
Current occupation: Musician, adventurer
Former occupation: Student
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Scarsdsale, Arizona
Marital status: Single
Known relatives: Polly (aunt), Nora Jones-Raymond (aunt, deceased), Fred Raymond (uncle, deceased), Thomas Raymond (Toro, cousin, deceased), Ann Raymond (cousin)
Known confidants: The Hulk, Captain America, Captain Mar-Vell (deceased), Lou-Ann Savannah, Marlo Chandler
Known allies: The Hulk, the Teen Brigade, Captain America, the Avengers, Betty Ross-Banner, Mordecai P. Boggs, Doc Samson, the Pantheon, Captain Mar-Vell (deceased), Bereet, Rom, Starshine II, Cindy Adams, Clay Quartermain (deceased)
Major enemies: The Toad Men, Tyrannus, the Metal Master, Kang, Immortus, Count Nefaria (deceased), Baron Zemo I (deceased), Masters of Evil I, Boomerang, the Leader, the Abomination, Viper II, the Space Phantom, Colonel Yon-Rogg (deceased), the Kree Supreme Intelligence, Ronan the Accuser, Annihilus, the Kree, the Skrulls, Thanos, the Lunatic Legion, the Corrupter, the Dire Wraiths
Usual base of operations: Mobile
Former bases of operations: New York area; Gamma base, New Mexico
Current group membership: Ally of the Pantheon, partner of the Hulk
Former group membership: Leader of the Teen Brigade, honorary member of the Avengers, partner of Captain America, partner of Captain Mar-Vell, ally of Rom
Extent of education: High school dropout

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 165 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Training in combat gymnastics by Captain America
Special skills and abilities: Skilled self-taught folk and rock n' roll singer and gui-

tarist
Superhuman physical powers: None
Superhuman mental powers: None; Jones's latent psionic potential was once unleashed by the Kree Supreme Intelligence, but he cannot utilize it at will.
Special limitations: None known
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Conventional attire
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various airships and vehicles provided by the Pantheon; conventional
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: INCREDIBLE HULK Vol. 1 #1
Origin issue: INCREDIBLE HULK Vol. 2 #268
Significant issues: INCREDIBLE HULK Vol. 1 #1 (entered gamma bomb test site, saved from bomb explosion by Bruce Banner, explosion subsequently caused Banner to become the Hulk, became sole confidant of Hulk's true identity); AVENGERS #1 (sent radio message intended for the Fantastic Four, which was rerouted, resulting in the formation of the Avengers); AVENGERS #4 (first met Captain America, became his companion); AVENGERS #17/TALES TO ASTONISH #69 (left the Avengers; returned to the Hulk); CAPTAIN AMERICA #110-116 (rescued from Hulk's rampage by Captain America, donned costume of Bucky as Captain America's partner); CAPTAIN MARVEL #17 (parted company with Captain America, encountered Captain Mar-Vell, used Kree nega-bands to exchange places with Mar-Vell, who was trapped in the Negative Zone); AVENGERS #89-97 (freed from Negative Zone through portal in Fantastic Four headquarters; alongside Avengers, took part in the first Kree-Skrull War; psionic potential unleashed by Kree Supreme Intelligence; halted Kree-Skrull War; again "merged" with Mar-Vell); CAPTAIN MARVEL #50-51 (permanently freed from Mar-Vell; parted company with him); INCREDIBLE HULK Vol. 2 #324-329, 332 (transformed into second Hulk; as Hulk II, battled grey Hulk, Zzaxx, the Hulkbuster, the Outcasts, and the Leader; cured of Hulk transformations); AVENGERS ANNUAL #18 (psionic potential released by Moondragon against Atlantean Invaders); INCREDIBLE HULK Vol. 2 #374-376 (went on tour promoting his book "Sidekick," captured by Skrulls, rescued by grey Hulk); INCREDIBLE HULK Vol. 2 #386-390 (with new Hulk, went on missions for the Pantheon)

JUBILEE™

JUBILEE

BIOGRAPHICAL DATA

Real name: Jubilation Lee
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Adventurer
Former occupation: Street performer
Citizenship: United States of America
Legal status: No criminal record, still a minor
Place of birth: Beverly Hills, California
Marital status: Single
Known relatives: Mr. and Mrs. Lee (parents, deceased)
Known confidants: Wolverine
Known allies: Wolverine, The X-Men, Black Widow, Ghost Rider II, Yukio, Hardcase and the Harriers, Maverick, Terror II, John Wraith, (former) New Mutants, X-Factor I
Major enemies: Shadow King, Mandarin, Warskrulls, Matsuo Tsurayaba, Omega Red, Sabretooth, Cylla, Fenris, the Brood, M Squad, (former) Donald Pierce and the Reavers, Genoshan government
Usual base of operations: Professor Xaviers' School For Gifted Youngsters, Salem Center, Westchester County, New York
Former bases of operations: Beverly Hills, California; Los Angeles County Juvenile Hall; Hollywood Mall, Hollywood California; cavern beneath the X-Men/Reavers headquarters, Australian outback
Current group membership: The X-Men
Former group membership: None
Extent of education: High School dropout, now undertaking high school level studies at Professor Xavier's School For Gifted Youngsters

PHYSICAL DESCRIPTION

Height: 5' 5"
Weight: 105 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Normal
Agility: Athlete
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant, having learned streetfighting techniques while in Los Angeles County Juvenile Hall, coached further by Wolverine
Special skills and abilities: Highly skilled gymnast, talented rollerblade skater
Superhuman physical powers: Power to generate what she calls "fireworks": multicolored globules of "energy-plasmoids" varying in degrees of power and intensity, which are under her direct mental control. The globules travel where she directs them and obey her mental control, arranging

themselves in balls, streamers and other shapes, and exploding when she wishes. These combinations may result in anything from a multitude of colorful sparkles capable of temporarily blinding a person, to a fairly powerful detonation, capable of smashing tree trunks or metal objects. She can absorb these "fireworks" back into her own body without harm to herself.
Superhuman mental powers: Ability to control the "energy-plasmoid" globules she creates
Special limitations: None known
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Conventional fabrics, sometimes wears X-Men uniform composed of unstable molecules and containing lightweight body armor
Personal weaponry: None
Special weaponry: None
Other accessories: Wears goggles to shield herself from the bright light from her "fireworks"
Transportation: Blackbird jet, rollerblades
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: UNCANNY X-MEN #244
Origin issue: Jubilee's origin is as yet unrevealed.
Significant issues: UNCANNY X-MEN #244 (rescued from capture by mutant-hunting M-Squad at Hollywood Mall by female X-Men, followed them through teleportation portal to Australia); UNCANNY X-MEN #251-252 (met Wolverine after latter was crucified by the Reavers; aided him against Donald Pierce); UNCANNY X-MEN #257-258 (alongside Wolverine, first visited Madripoor; battled Mandarin and Matsuo Tsurayaba's Hand); UNCANNY X-MEN #261 (alongside Wolverine and Psylocke, battled Hardcase and the Harriers); UNCANNY X-MEN #268 (first met Black Widow); UNCANNY X-MEN #271 (alongside Wolverine and Psylocke went to Genosha); UNCANNY X-MEN #274-277 (alongside X-Men, traveled to the Shi'ar Empire, captured by Warskrulls, first met Professor X); X-FACTOR #69/UNCANNY X-MEN #280 (under mental control of Shadow King); X-MEN Vol. 2 #6 (alongside X-Men, captured by Omega Red, Matsuo Tsurayaba, and Fenris; fought Sabretooth); WOLVERINE #52-53 (alongside Wolverine, clashed with Mojo, first traveled to Tokyo); X-MEN Vol. 2 #8-9/GHOST RIDER Vol. 2 #26-27 (aided X-Men and Ghost Rider II against Brood); WOLVERINE #55 (in Tokyo, first met Yukio, teamed with her against Cylla); X-MEN Vol. 2 #10-11 (journeyed with X-Men to Mojo's world); WOLVERINE #58-59 (met Terror II); WOLVERINE #61-62 (met Nick Fury, John Wraith, and Silver Fox)

JUGGERNAUT™

JUGGERNAUT

BIOGRAPHICAL DATA

Real name: Cain Marko
Other current aliases: None
Former aliases: None
Dual identity: Known to the authorities
Current occupation: Professional criminal
Former occupation: Mercenary
Citizenship: United States of America
Legal status: Criminal record in United States of America and the United Kingdom
Place of birth: Berkley, California
Marital status: Single
Known relatives: Kurt Marko (father, deceased); Marjory Marko (mother, deceased) Sharon Xavier Marko (stepmother, deceased); Charles Xavier (stepbrother)
Known confidants: Thomas "Black Tom" Cassidy
Former allies: Factor Three
Major enemies: The X-Men
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 10"
Weight: 900 lbs.
Eyes: Blue
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 90
Speed: Normal
Stamina: Immeasurable
Durability: Totally indestructible
Agility: Normal
Reflexes: Normal
Fighting skills: Basic hand-to-hand combat techniques
Special skills and abilities: None
Superhuman physical powers: Superhuman strength, and durability; the mystical attribute of being completely unstoppable (once in motion, no physical force or obstacle can halt the Juggernaut's progress); the ability to generate a protective force field
Superhuman mental powers: None
Special limitations: Vulnerability to certain mystic forces; vulnerability to psionic attack when not shielded by his special helmet.
Source of superhuman powers: Transference of mystical energies from the supernatural entity Cyttorak, via a magical gemstone.

PARAPHERNALIA

Costume specifications: Helmet and skullcap constructed from an unknown metal with mystical properties which shields him from all forms of psionic attack or probes; rest of costume made of

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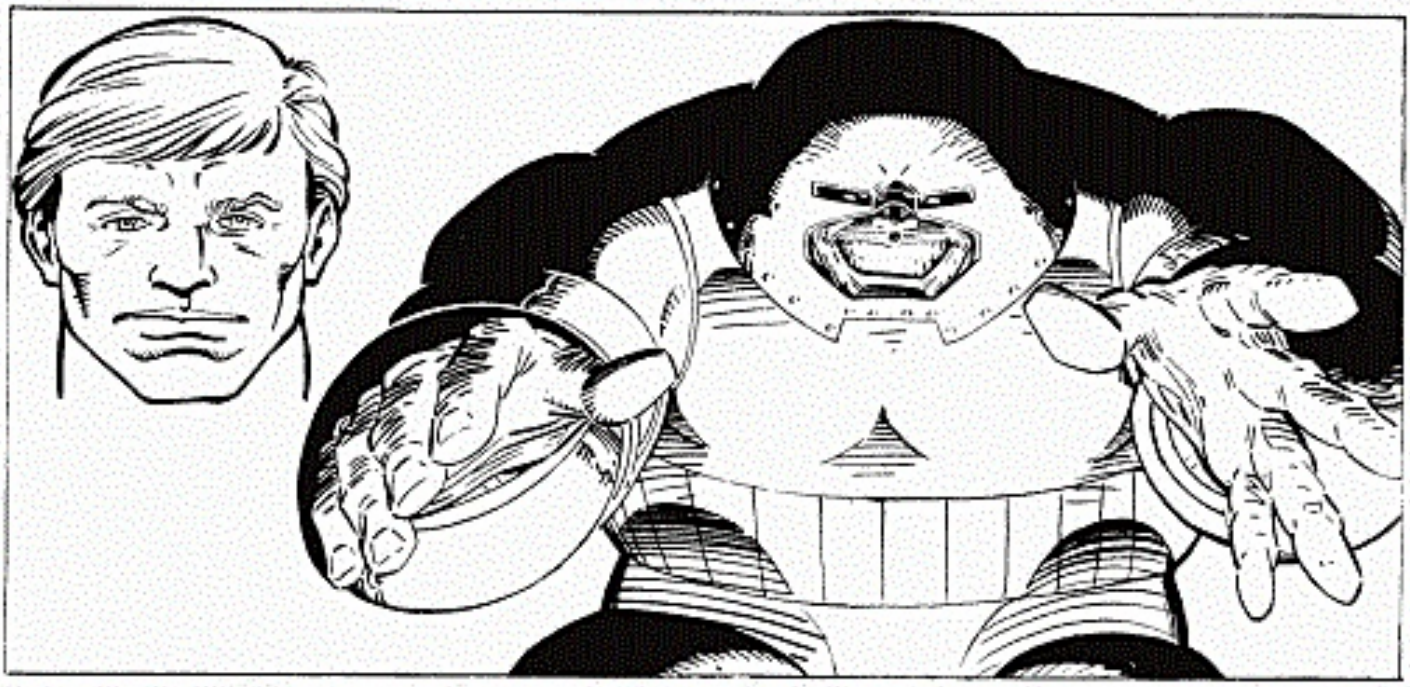
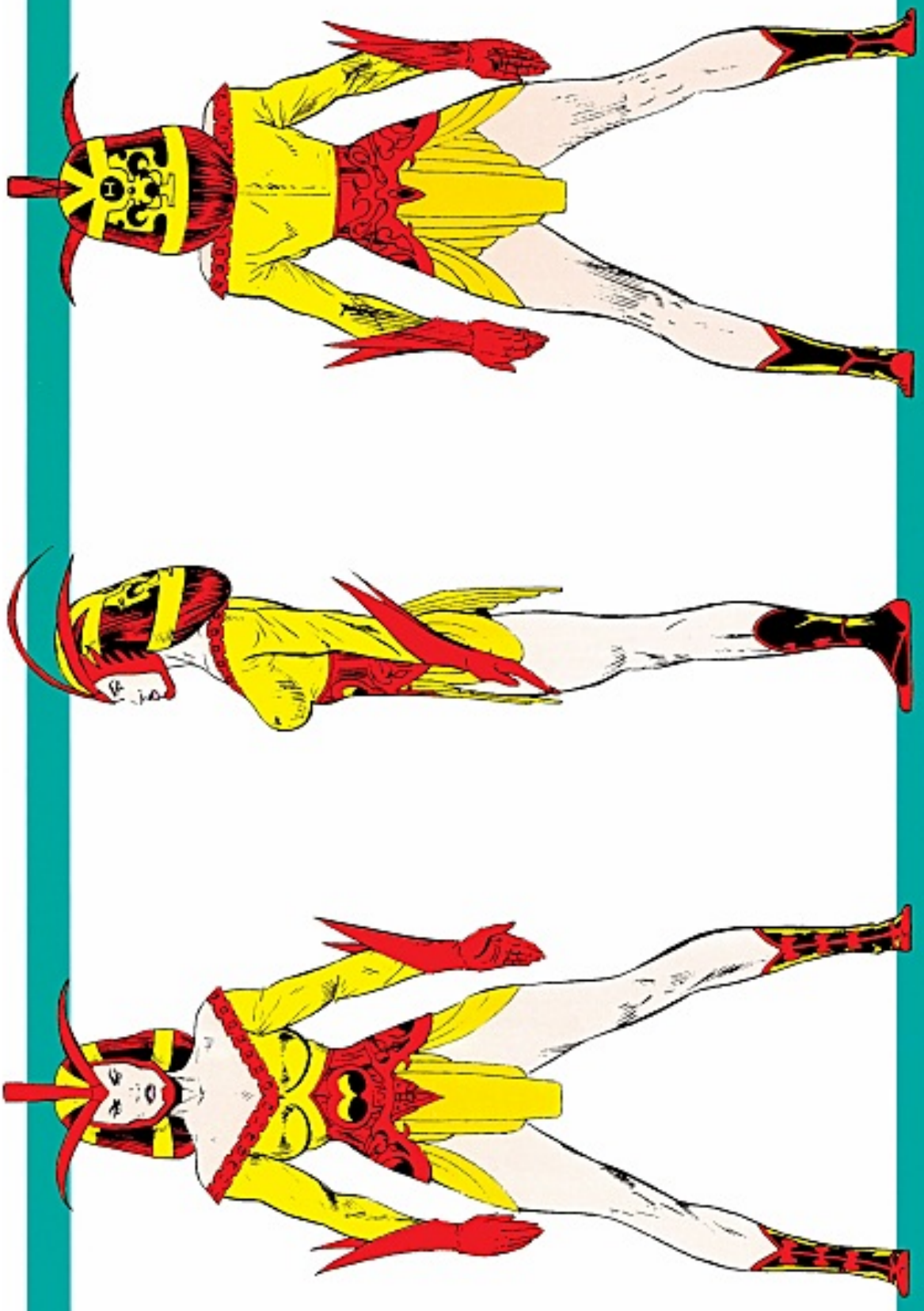


unidentified indestructible fabric.
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: X-MEN #12
Origin issue: X-MEN #12
Significant issues: X-MEN #12 (first encounter with X-Men; rendered comatose); X-MEN #32-33 (regained consciousness; temporarily gained psionic powers; battled X-Men; allied with Factor Three; trapped in the extradimensional realm of the Crimson Cosmos); X-MEN #46 (returned to Earth; learned of Charles Xavier's alleged death; sent back to Crimson Cosmos); DR. STRANGE Vol. 1, #182 (battled Dr. Strange); AMAZING ADVENTURES #16 (escaped from Crimson Cosmos again; battled newly-mutated Beast; revealed to be aging rapidly as a result of time spent in the Crimson Cosmos; claimed antidote to aging was constant mental focus on hate); HULK #172 (battled Hulk); X-MEN #101-103 (became partner to Black Tom Cassidy; first battled "new" X-Men); AMAZING SPIDER-MAN # 229 (battled Spider-Man); MARVEL TEAM-UP #150 (attempted to endow Black Tom Cassidy with Juggernaut powers; battled Spider-Man and the X-Men); X-MEN #183 (engaged in bar fight with Colossus); X-MEN #194 (battled Nimrod); EXCALIBUR #3 (battled Captain Britain and Excalibur); THOR #411-412 (battled Thor and the New Warriors)

KALA™



KALA

BIOGRAPHICAL DATA

Real name: Kala
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of Kala's existence
Current occupation: Queen of Mole Man's domain in Subterranea
Former occupation: Queen of the Netherworlders, would-be conqueror
Citizenship: "Netherworld" (a city of pre-Cataclysmic Atlantis that is now located in Subterranea)
Legal status: No criminal record
Place of birth: "Netherworld", Subterranea
Marital status: Widowed, unofficial consort of the Mole Man
Known relatives: Baxi (husband, deceased)
Known confidants: Mole Man, (former) Baxi (deceased)
Known allies: Mole Man, Iron Man, Avengers, (former) Tyrranus
Major enemies: Grotesk, Tyrranus, (former) Iron Man, Fantastic Four, Tyrannus, Brutus (deceased), Outcasts I, Hulk, Spider-Man
Usual base of operations: Subterranea
Former bases of operations: "Netherworld"
Current group membership: Subterraneans
Former group membership: Netherworlders
Extent of education: Educated by the Royal tutors of "Netherworld"

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 135 lbs.
Eyes: Blue
Hair: (as young woman), Black, (as aged woman) Gray-white
Other distinguishing features: When in contact with the atmosphere of the "Netherworld", Kala appears as a beautiful, robust young woman; when exposed to ordinary Earth air, she rapidly ages into a frail, elderly woman (her current state)

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills and abilities: Charismatic ruler, cunning military strategist and efficient administrator; due to her life underground, Kala can see clearly in far dimmer light than most surface humans can.
Superhuman physical powers: Kala is centuries old but remained young until recent times due to the unexplained effect of the atmosphere of the subterranean "Netherworld."

Superhuman mental powers: None
Special limitations: For unknown reasons, exposure to the atmosphere of earth-'s surface causes Netherworlders to grow old and weak within moments; only "Netherworld" air or Tyrannus's fountain of youth can restore Kala's youth.
Source of superhuman powers: Inapplicable

PARAPHERNALIA

Costume specifications: "Netherworld" fabrics
Personal weaponry: None
Special weaponry: As queen of the "Netherworld", Kala commanded the use of its highly advanced technology and weaponry and of its well trained army
Other accessories: As queen of the "Netherworld", Kala commanded the use of its highly advanced technology
Transportation: Various vehicles of the Mole man and "Netherworld"
Design and manufacture of paraphernalia: "Netherworld" scientists, technicians, and craftsmen

BIBLIOGRAPHY

First appearance: TALES OF SUSPENSE #43
Origin issue: TALES OF SUSPENSE #43
Significant issues: TALES OF SUSPENSE #43 (had Tony Stark abducted to Netherworld to create a means to transport her army of conquest to the surface world, was captured by Iron Man and brought to the surface where she grew old, renounced her plans of conquest and returned to Netherworld, where she regained her youth); FANTASTIC FOUR #127-128 (pretended to fall in love with Mole Man to gain control of his army of Subterraneans, teamed with Tyrannus in capturing Mole Man, planned to destroy surface civilizations with molten lava, was imprisoned by Tyrannus, regained her freedom); MARVEL TREASURY EDITION #25 (went to war against Mole Man, grew elderly on exposure to air of the surface world, became Mole Man's consort); AVENGERS ANNUAL #20/IRON MAN ANNUAL #12/AVEN-GERS WEST COAST ANNUAL #6 (went to surface world in search of Stark and Iron Man; asked Stark to send iron man to help Mole Man against Brutus and Deviants, was returned to Subterranea by Outcasts I; asked for Avengers West Coast's aid for Mole Man against Brutus, was wounded saving Mole Man's life, was reconciled with Mole Man)

KALUU™

KALUU

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of present-day Earth is unaware that Kaluu is a 500 year old sorcerer.
Current occupation: Businessman, black magician
Former occupation: Student of the mystic arts, would-be conqueror
Citizenship: Tibet
Legal status: No criminal record
Place of birth: Kamar-Taj, Tibet
Marital status: Single
Known relatives: None
Known confidants: Doctor Strange, (former) the Ancient One (deceased)
Known allies: Doctor Strange, Rintrah, Enitharmon, (former) the Ancient One (deceased)
Major enemies: Shuma-Gorath, the "old ones", (former) the Ancient One (deceased), Dr. Strange
Usual base of operations: Mobile
Former bases of operations: Kamar-Taj, Tibet, circa 500 years ago; dimension of Raggadorr; an unnamed dimension
Current group membership : None
Former group membership: None
Extent of education: Extensively studied sorcery

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 175 lbs.
Eyes: Grey
Hair: Black with white streaks
Other distinguishing features: Formerly wore an eyepatch covering his left eye, since restored

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Master of various Asian martial arts. Prefers not to engage in physical combat.
Special skills and abilities: Vast knowledge of black magical lore
Superhuman physical powers: Ability to manipulate magical forces for a vast number of effects, including levitation, teleportation, energy projection, conjuration of small physical objects, physical transformation of objects, the tapping of extradimensional energy by invoking entities or objects of power existing in dimensions tangential to Earth's through the recitation of spells
Superhuman mental powers: Memerism, thought-casting, illusion-casting, astral pro-

jection
Special limitations: None known
Source of superhuman powers: Manipulation of the forces of magic

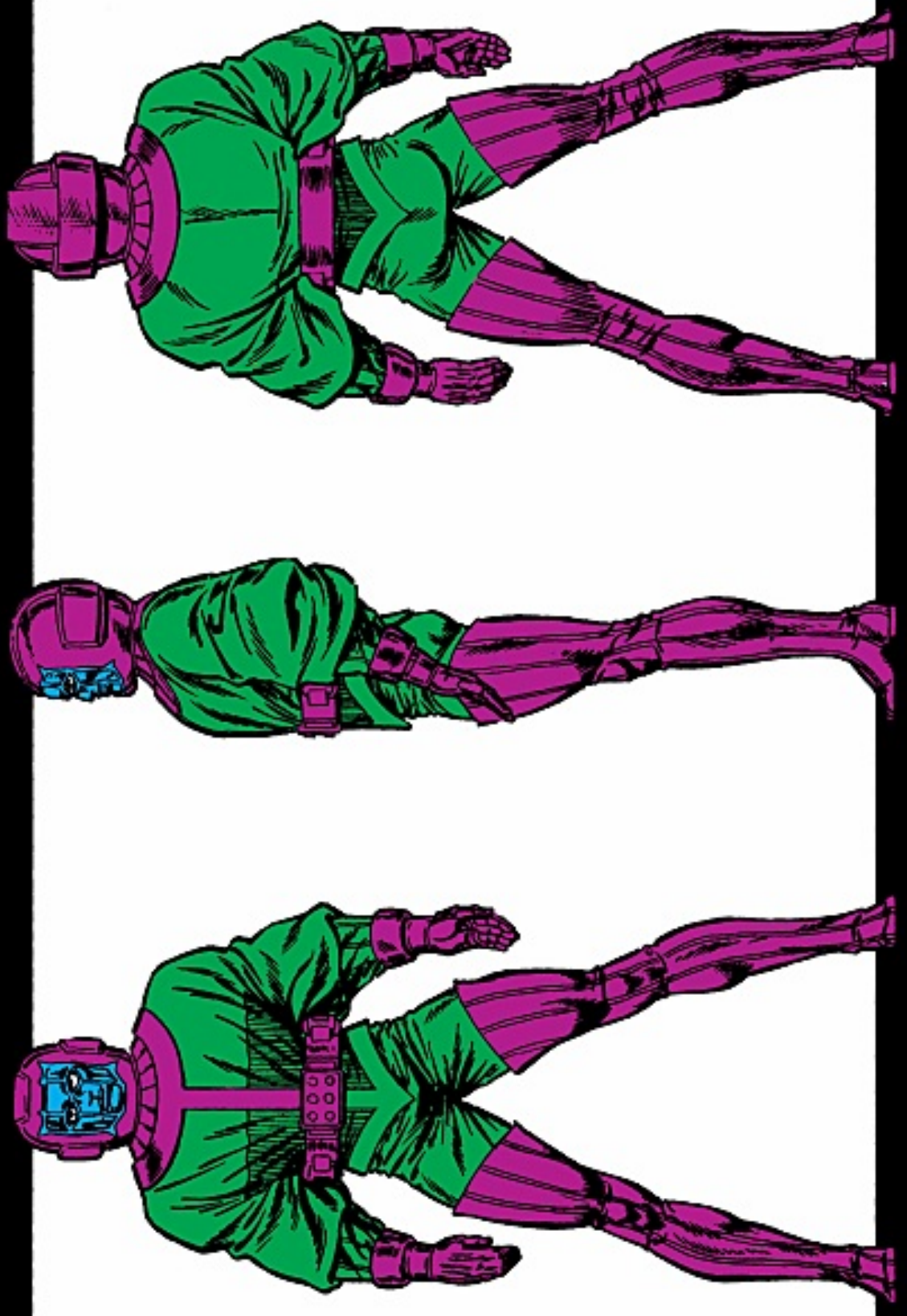
PARAPHERNALIA

Costume specifications: Ordinary fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Astral projection, levitation, interdimensional teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #147
Origin issue: STRANGE TALES Vol. 1 #147
Significant issues: STRANGE TALES Vol. 1 #147 (500 years ago, studied the mystic arts alongside the future Ancient One; turned against Ancient One, imprisoned him, controlled populace of Kamar-Taj and forged them into army of conquest, defeated by Ancient One, escaped into dimension of Raggadorr); STRANGE TALES Vol. 1 #148-150 (in modern times, returned to Earth with mightier mystic powers, menaced Ancient One and Dr. Strange, attempted theft of Book of the Vishanti, defeated by Dr. Strange, hurled into suspended animation in another dimension); STRANGE TALES Vol. 3 #8-10 (returned from exile, amassed large fortune, formed alliance with embattled Dr. Strange, tutored Dr. Strange in practice of black magic; alongside Strange, battled Shuma-Gorath aand various other ancient evils); STRANGE TALES Vol. 3 #14-17 (witnessed Dr. Strange's defeat of Shuma-Gorath; with Strange, Rintrah, and Enitharmon, returned to Earth dimension)

KANG™



KANG

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases: Rama Tut
Dual identity: Secret
Current occupation: Conqueror
Former occupation: Unrevealed
Citizenship: 31st Century Earth
Legal status: No criminal record
Place of birth: Somewhere on 31st Century Earth
Marital status: Single
Known relatives: Nathaniel Richards (ancestor)
Known confidants: None
Known allies: None
Major enemies: The Avengers
Usual base of operations: 40th Century Earth
Former bases of operations: 31st Century Earth, Egypt, circa 2950 B.C.
Current group membership: The Council of Cross-Time Kangs
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 230 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: (unenhanced by armor) Normal, (enhanced by armor) Superhuman Class 10
Speed: Normal
Stamina: Normal
Durability: (unenhanced by armor) Normal, (enhanced by armor) Metahuman
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: Advanced and extensive knowledge of travel through and manipulation of time; extensive knowledge of technology advanced far beyond the level of present-day Earth
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Exo-skeleton composed of unknown materials possessing full life-support and waste disposal system, plus a variety of advanced technological devices for offense and defense built in, including a force field generator capable of withstanding any form of energy bombardment, projectors built into gauntlets which interact with any mass up to 2.2 tons to render it weightless, and which also serve as channels for energy blasts ranging from a force equivalent to several pounds of TNT to several thousand pounds; certain temporal duplicates

of Kang have time-travel circuitry built into their armor, permitting them to remotely tap the central time machine in his time-ship, permitting cybernetically controlled movement through time at will

Personal weaponry: See above

Special weaponry: Various weapons and devices gathered from throughout time

Other accessories: Various items of advanced technology as needed

Transportation: A "time-ship," a 20-foot long semi-spherical non-aerodynamic space-worthy vehicle capable of transporting through time as well as space

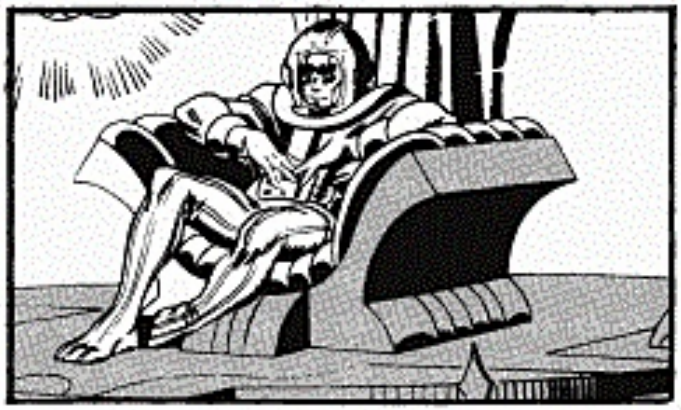
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

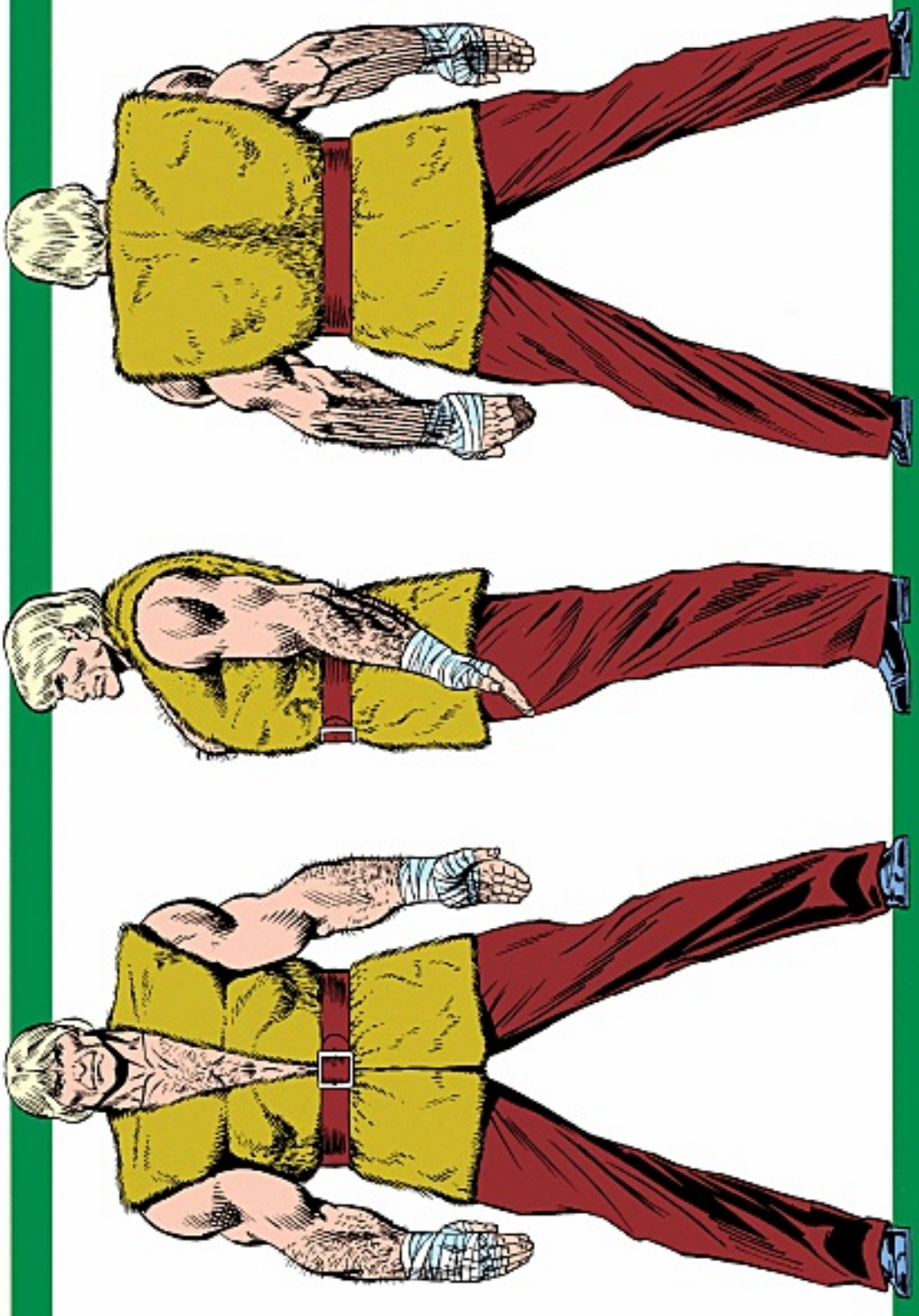
First appearance: AVENGERS #8

Origin issues: AVENGERS #8, GIANT-SIZE AVENGERS #3, FANTASTIC FOUR #273

Significant issues: AVENGERS #8 (first battled the Avengers, while attempting to conquer this time period); AVENGERS #23-24 (attempted to win the hand of Princess Ravonna by demonstrating his power to her father by battling Avengers; Princess Ravonna mortally wounded); THOR #140 (first employed the android Growing Man; battled Thor); AVENGERS #69-71 (used Avengers as pawns in game against Grandmaster in hopes of restoring life to Ravonna); HULK #135 (utilized Hulk in scheme to conquer Earth during World War One); AVENGERS #129, 131, 132, GIANT-SIZE AVENGERS #1-4 (battled Avengers in protracted quest to possess Celestial Madonna); AVENGERS #142-143 (sought revenge on Avengers; apparent death); MARVEL SUPER HEROES SECRET WARS #1-12 (participated in criminal side of "Secret Wars"); AVENGERS #267-269 (existence of multiple temporal counterparts of Kang revealed; one Kang manipulated Avengers in scheme to destroy all other Kangs); AVENGERS #291 (existence of "Council of Cross-Time Kangs," group of thousands of beings patterned after Kang, revealed); AVENGERS #292-294 (intensive political infighting between various Kangs, each being manipulated by woman calling herself Nebula); AVENGERS #295 (purpose of Council of Kangs revealed to be search for Celestial "Ultimate Weapon"); AVENGERS #296 (three Kangs sent to apprehend Nebula); AVENGERS #297 (three Kangs ejected into field of time vortex surrounding Celestial time bubble); AVENGERS #300 (surviving Kang attempted to manipulate Avengers from zone of time vortex)



KANGAROO™



KANGAROO

BIOGRAPHICAL DATA

Real name: Frank Oliver
Aliases at time of death: None
Former aliases: None
Dual identity: Publicly known
Occupation at time of death: Professional criminal
Former occupation: Boxer
Citizenship: Australia
Legal status: Criminal record in the U.S.
Place of birth: Sydney, Australia
Place of death: New York City
Cause of death: Exposure to radiation
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Jonas Harrow
Major enemies: Spider-Man
Base of operations at time of death: New York City
Former bases of operations: Australia
Group membership at time of death: None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 235 lb
Eyes: Blue
Hair: Blond
Other distinguishing features: None

POWERS AND ABILITIES

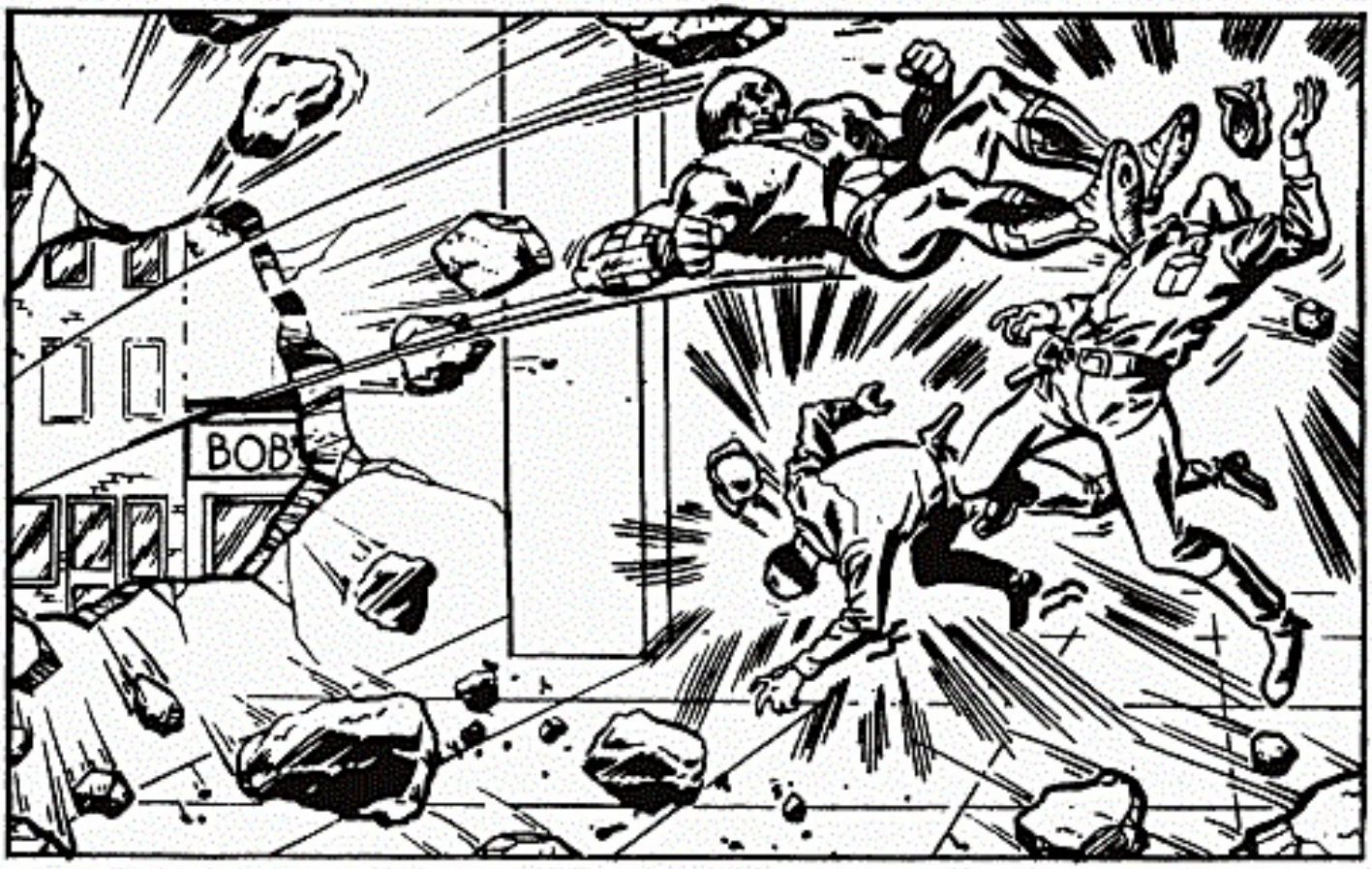
Intelligence: Normal
Strength: Normal, (legs) Superhuman Class 10
Speed: Enhanced human
Stamina: Peak human
Durability: Normal
Agility: Peak human
Reflexes: Peak human
Fighting skills: Trained as a professional boxer
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, Kangaroo had the ability to leap great heights and distances
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Presumably genetic mutation enhanced by Jonas Harrow's implants

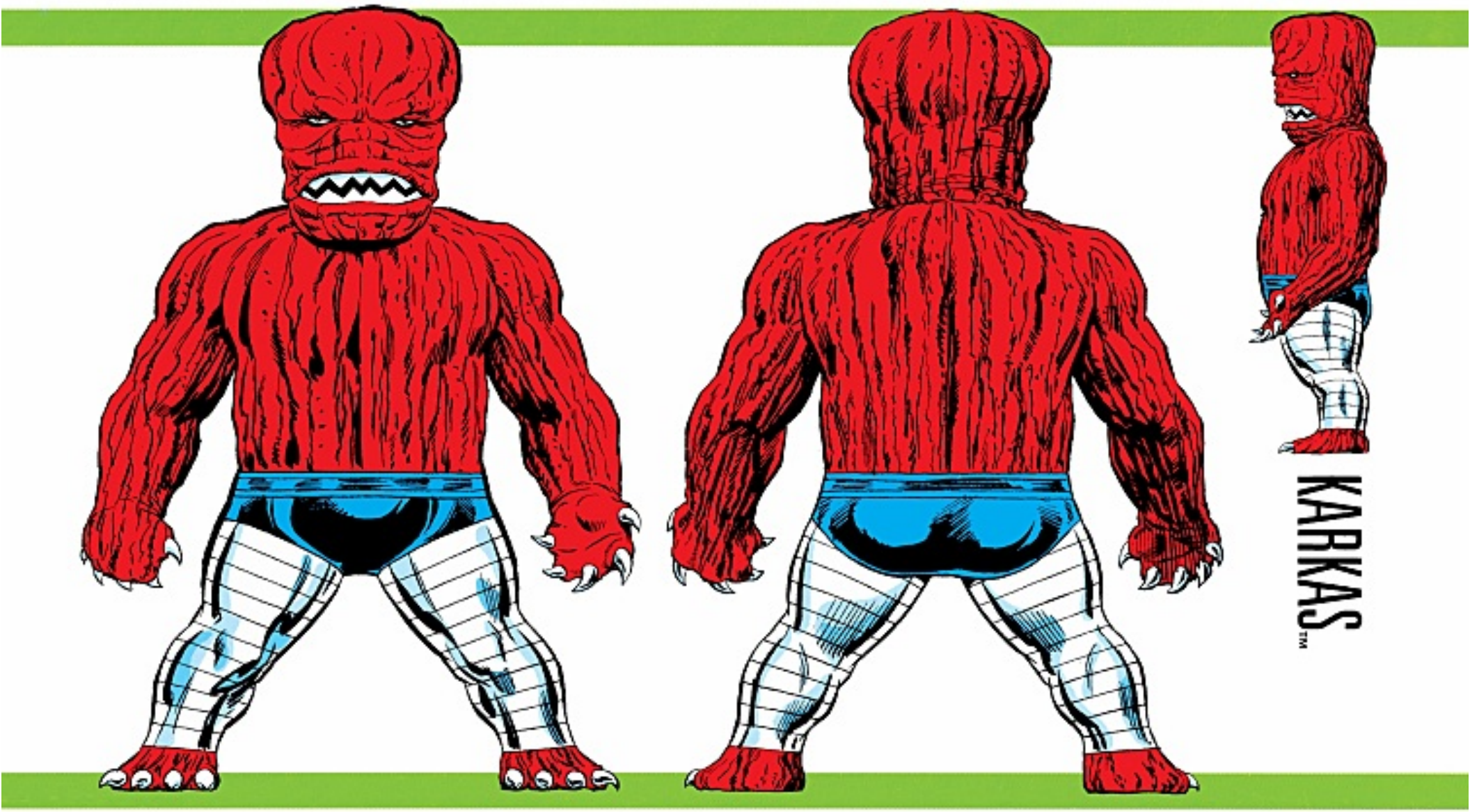
PARAPHERNALIA

Costume specifications: Animal skins
Personal weaponry: Surgical implants connected to the Kangaroo's nervous system that enhanced his natural hitting and leaping abilities
Special weaponry: None
Other accessories: None
Transportation: Leaping
Design and manufacture of paraphernalia: Jonas Harrow

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #81
Origin issue: AMAZING SPIDER-MAN #81
Significant issues: AMAZING SPIDER-MAN #81 (defeated by Spider-Man while unwittingly stealing a vial containing plague bacteria); AMAZING SPIDER-MAN #126 (hired by Jonas Harrow to steal a radioactive isotope; killed by the isotope's intense radiation while battling Spider-Man)




KARKAS™

KARKAS

BIOGRAPHICAL DATA

Real name: Karkas
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Karkas's existence.
Current occupation: Scholar
Former occupation: Gladiator
Citizenship: Olympia, Greece, capital city of the Eternals of Earth; granted citizenship of Olympia by Zuras and Thena after exile form Deviant Lemuria
Legal status: Former slave of the Deviants, no criminal record
Place of birth: Deviant Lemuria
Marital status: Single
Known relatives: None
Known confidants: Thena, Ransak the Reject, Ikaris
Known allies: The Eternals of Earth, Ransak the Reject, Thor I
Major enemies: Ghaur, Brother Tode (deceased), Deviants, Zakka, Tutinax, Maelstrom, Dr. Daniel Damian (deceased), Ajak (deceased)
Usual base of operations: Olympia
Former bases of operations: Deviant Lemuria
Current group membership: Honorary member of the Eternals of Earth
Former group membership: Deviant Mutate gladiators
Extent of education: Extensively self-educated in philosophy and the arts

PHYSICAL DESCRIPTION

Height: 8' 3"
Weight: 1,260 lbs.
Eyes: Black
Hair: None
Other distinguishing features: Karkas is covered with a rough elephant-like red hide over his entire body. He is hairless, has no outer ears and has six claw-like single jointed digits on each foot and hand.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 25
Note: Karkas is not yet an adult and hence his strength may increase in coming years.
Speed: Below normal
Stamina: Superhuman
Durability: Metahuman regenerative
Agility: Below normal
Reflexes: Below normal
Fighting skills: Highly formidable hand-to-hand combatant, with extensive training as a gladiator
Special skills and abilities: Great learning abilities, eidetic memory (total recall), high aptitude in philosophy
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: None
Special limitations: Karkas's lack of an opposable thumb prevents him from utilizing many ordinary tools.
Source of superhuman powers: Member

of the genetically unstable race of superhumans known as the Deviants

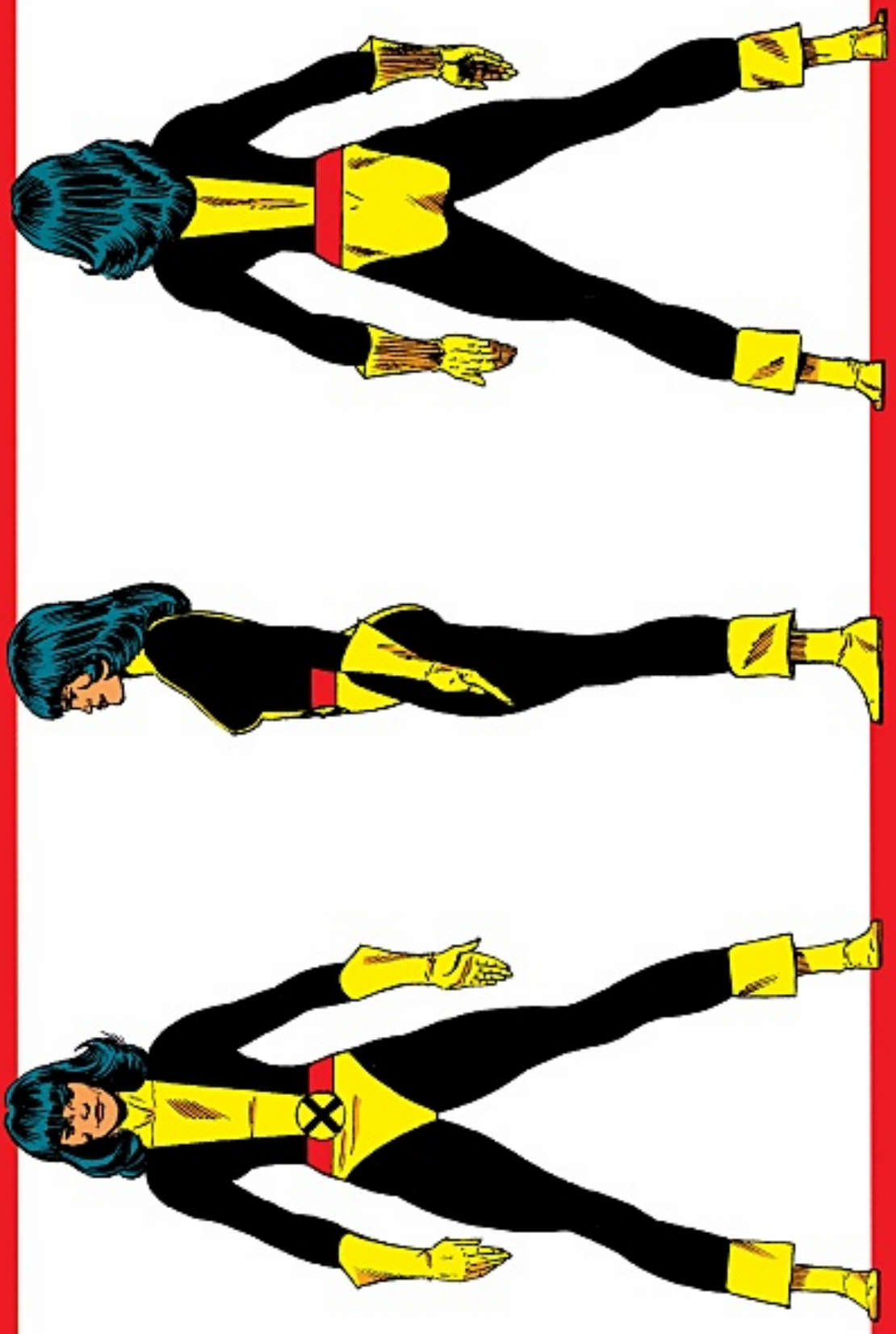
PARAPHERNALIA

Costume specifications: Body armor of unknown composition
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Relies on teleportation abilities or various vehicles of Eternals
Design and manufacture of paraphernalia: Eternal armorers and technicians

BIBLIOGRAPHY

First appearance: ETERNALS Vol. 1 #8
Origin issue: Karkas's origin is as yet unrevealed.
Significant issues: ETERNALS Vol. 1 #8-10 (bested and wounded by Reject in gladiatorial combat in Deviant Lemuria, asked Thena for sanctuary for himself and the Reject); ETERNALS Vol. 1 #11-12 (taken with Reject to Olympia by Thena); ETERNALS ANNUAL #1 (with Thena and Reject, battled Zakka and Tutinax); THOR #285-289 (fought Thor, became his ally); THOR #291-292 (participated in battle between Olympian gods and Eternals); ETERNALS Vol. 2 #9 (captured Kro); ETERNALS Vol. 2 #10 (attempted to save Margo Damian's life by tricking Ghaur); ETERNALS Vol. 2 #12 (helped fight Ghaur's army, present at Margo's burial); ETERNALS: THE HEROD FACTOR #1 (battled Ajak, who had been transformed into a monster; witnessed apparent demise of Ajak and Dr. Daniel Damian)

KARMA™



KARMA

BIOGRAPHICAL DATA

Real name: Xi'an (pronounced "Shan") Coy Manh
Other current aliases: None known
Former aliases: None known
Dual identity: Secret
Current occupation: Unrevealed
Former occupation: Student, Adventurer, deputy leader of the New Mutants, executive secretary to Professor Charles Xavier and to Magneto, special operative of General Nguyen Ngoc Coy
Citizenship: Vietnam
Legal status: No known criminal record
Place of birth: Central highlands of Vietnam
Marital status: Single
Known relatives: Coy Leong (brother), Coy Nga (sister), Tran Coy Manh (brother, deceased), General Nguyen Ngoc Coy (uncle)
Known confidants: Father Michael Bowen, Wolverine, (former) Professor X, New Mutants
Known allies: X-Men, Wolverine, Spider-Man, Target, Fantastic Four, (former), New Mutants, Magneto, General Nguyen Ngoc Coy, Bloodscream, Roughouse
Major enemies: Shadow King, General Nguyen Ngoc Coy, Viper II, Enchantress, Marauders, (former) Tran Coy Manh (deceased), Mojo, Roughouse, Beyonder, Magus II
Usual base of operations: Unrevealed
Former bases of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, New York State; Massachusetts Academy, Berkshire Mountains, Massachusetts; (when possessed by Shaodw King) Los Angeles; Madripoor
Current group membership: None
Former group membership: New Mutants, Hellions
Extent of education: College-level education at Professor Xavier's School

PHYSICAL DESCRIPTION

Height: 5' 4"
Weight: 90 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Moderate skill at hand-to-hand combat
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: Ability to take possession of the minds of other people or animals.
Special limitations: When Karma first takes possession of someone, she can

only move her subject's body awkwardly until she acclimates herself to her new host. If she remains in possession of a host for too long she will begin to think and act as her host would, and eventually her own personality would become subordinate to one identical to the host's. Although Karma can possess multiple subjects simultaneously, her control over her subjects is fragmented as she shifts her attention from one to another. Possibly she will overcome this handicap as her experience in using her powers grows.

Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: (as a New Mutant) Synthetic stretch fabric with limited body armor and insulation against extreme temperatures, (currently) Conventional fabrics

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Conventional

Design and manufacture of paraphernalia: (uniform) Unrevealed

BIBLIOGRAPHY

First appearance: MARVEL TEAM-UP #100

Origin issue: MARVEL TEAM-UP #100

Significant issues: MARVEL TEAM-UP #100 (aided by Spider-Man and Fantastic Four in freeing her younger siblings from kidnapping by her uncle, was forced to kill her criminal brother Tran); MARVEL GRAPHIC NOVEL #4: NEW MUTANTS (joined New Mutants); NEW MUTANTS #2 (alongside New Mutants, battled Sentinels); NEW MUTANTS #5-6 (became separated from New Mutants during there battle against Viper II); NEW MUTANTS #30-31 (possessed by Shadow King [Amahl Farouk], who caused her to become obese and through her masterminded the Gladiators); NEW MUTANTS #32-34 (under possession by Shadow King, took temporary control of the minds of Storm and most New Mutants, Shadow King's mind fled Karma's body, Karma defeated him in psychic combat); NEW MUTANTS SPECIAL EDITION #1/X-MEN ANNUAL #9 (transported to Asgardian desert by Enchantress, returned to normal weight, was reunited with New Mutants); NEW MUTANTS #38-40 (was transferred to Massachusetts Academy, joined Hellions; alongside New Mutants, battled Avengers, returned with New Mutants to Xavier's school); NEW MUTANTS #46 (discovered her brother and sister had disappeared, was nearly killed by Marauder's bomb); NEW MUTANTS #54 (left New Mutants to return to General Coy's service to find her missing siblings); WOLVERINE #4 (in Madripoor saved Wolverine and Tyger Tiger from Roughouse and Bloodscream)

KARNAK

KARNAK

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None
Former aliases : The Shatterer
Dual identity: None; existence unknown to the general populace of Earth
Current occupation: Priest/philosopher
Former occupation: Unrevealed
Citizenship: City of Attilan, the Blue Area, Earth's Moon
Legal status: No criminal record
Place of birth: Island of Attilan, Atlantic Ocean
Marital status: Single
Known relatives: Mander (father), Azur (mother, deceased), Triton (brother), Gorgon, Black Bolt, Maximus, Medusa, Crystal (cousins), Pietro Maximoff (alias Quicksilver, cousin by marriage), Luna (second cousin)
Known confidants: Black Bolt, Medusa, Gorgon, Triton
Known allies: Fantastic Four, Daredevil, X-Factor, the Avengers
Major enemies: Maximus the Mad, the Kree
Usual base of operations: City of Attilan, the Blue Area, Earth's Moon
Former bases of operations: City of Attilan, Himalayan Mountain Range, China; Island of Attilan, Atlantic Ocean
Current group membership: Royal Family of the Inhumans
Former group membership: None
Extent of education: Graduate of religious seminary, Tower of Wisdom, Attilan

PHYSICAL DESCRIPTION

Height: 5'7"
Weight: 150 lbs.
Eyes: Blue
Hair: Black
Note: Karnak has been incorrectly depicted as bald in some texts.
Other distinguishing features: Unusually high cranium

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Basic Inhuman royal militia training
Special skills and abilities: Extrasensory ability (achieved through meditation and intensive training and therefore not a superhuman power) to perceive stress points, fracture planes, or weaknesses in objects or persons; voluntary control of most autonomic bodily functions; all striking surfaces of body extremely toughened; capable of shattering substances up to and including mild steel and rendering unconscious, superhuman opponents by striking them
Superhuman physical powers: Besides the above listed physical attributes Karnak has no other powers.

Superhuman mental powers: None
Special limitations: Like all Inhumans, Karnak's immune system is weaker than that of an average human.
Source of superhuman powers: Genetically superior Inhuman physiology

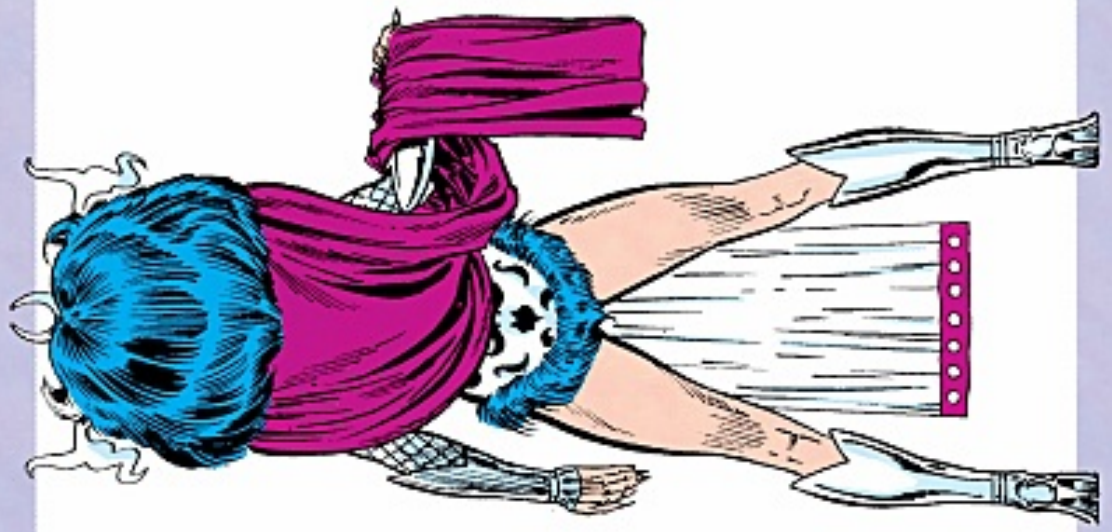
PARAPHERNALIA

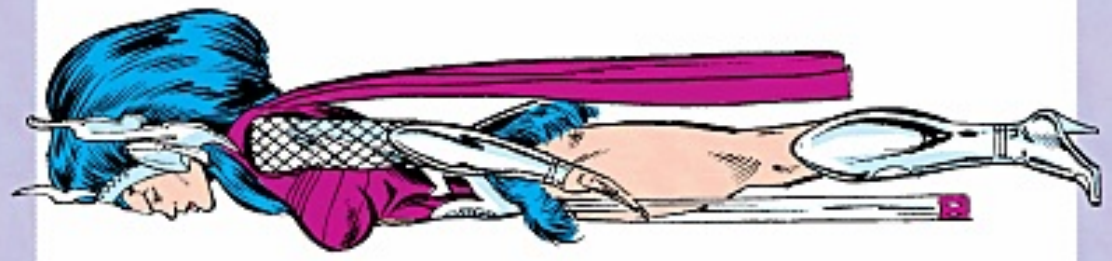
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Hover-platform
Design and manufacture of paraphernalia: Unidentified Inhuman technicians

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #45
Origin issue: Karnak's origin is as yet unrevealed.
Significant issues: INHUMANS SPECIAL #1 (encountered the Trikon; left the Great Refuge for the first time in exile); FANTASTIC FOUR #45-48 (first encountered the Fantastic Four; battled Maximus; trapped inside Maximus's "negative zone" barrier around Great Refuge); FANTASTIC FOUR #59-61 (freed from "negative zone" barrier along with rest of the Inhumans, left Great Refuge with Royal Family to visit outside world); FANTASTIC FOUR ANNUAL #5 (teamed with Thing, Human Torch, and Black Panther against Psycho-Man); FANTASTIC FOUR #82-83 (helped defeat Maximus); AMAZING ADVENTURES #5, 7, 9-10 (assisted Gorgon in freeing Maximus; journeyed to America to search for Black Bolt; battled Magneto and mutated minions); INHUMANS #1-2 (battled Blastaar and Kree Kaptroids); INHUMANS #3-4 (traveled to New York City, battled Shatterstar I); INHUMANS #5-6 (imprisoned by Maximus; aided Royal Family in defeat of Maximus and Evil Inhumans); INHUMANS #7-8 (left Earth with Inhuman Royal Family to prevent Kree subjugation of Inhumans, battled various aliens); INHUMANS #10 (battled Kree agents; returned to Earth); FANTASTIC FOUR #240 (accompanied Inhumans when Attilan was relocated to Earth's Moon); AVENGERS ANNUAL #12 (battled the Avengers under Maximus's mind control); FANTASTIC FOUR #21 (battled High Evolutionary's forces in "Evolutionary War"); THE INHUMANS GRAPHIC NOVEL (accompanied Medusa to Earth when she fled Attilan to avoid compulsory abortion); DAREDEVIL #274 (with Gorgon, traveled to Earth in search of Black Bolt and Medusa's missing child); DAREDEVIL #278-282 (with Gorgon, became entangled in Mephisto's plot against Daredevil, transported to nether-world); NEW WARRIORS #6 (aided New Warriors against Star Thief III); X-FACTOR #67-68 (Alongside X-Factor, battled Apocalypse); AVENGERS #334-335 (alongside Avengers, battled Thane Ector)

KARNILLA™





KARNILLA

BIOGRAPHICAL DATA

Real name: Karnilla
Other current aliases: The Norn Queen
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Karnilla's existence except as a mythological character
Current occupation: Queen of Nornheim, sorceress
Former occupation: None
Citizenship: Realm of Nornheim, dimension of Asgard
Legal status: Ruler of Nornheim
Place of birth: Presumably Nornheim
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Balder the Brave, Haag the Seeress, Loki
Major enemies: Odin, Thor, Surtur, Frost Giants of Jotunheim
Usual base of operations: Nornkeep, Nornheim, dimension of Asgard
Former bases of operations: None
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 475 lbs.
Eyes: Purple
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 50
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Minimal
Special skills and abilities: Extensive knowledge of magical spells and enchantments of Asgardian origin
Superhuman physical powers: Superhuman strength, speed, stamina, agility and durability; ability to manipulate the forces of magic for a number of effects, including enchantment of physical and sensory abilities, physical malleability, temporary paralysis or sleep, interdimensional teleportation, energy projection and deflection, and elemental conversion
Superhuman mental powers: Illusion-casting
Special limitations: None known
Source of superhuman powers: Karnilla is a member of the race of superhumans known as Asgardians; she also possesses additional powers through her manipulations of the forces of magic

PARAPHERNALIA

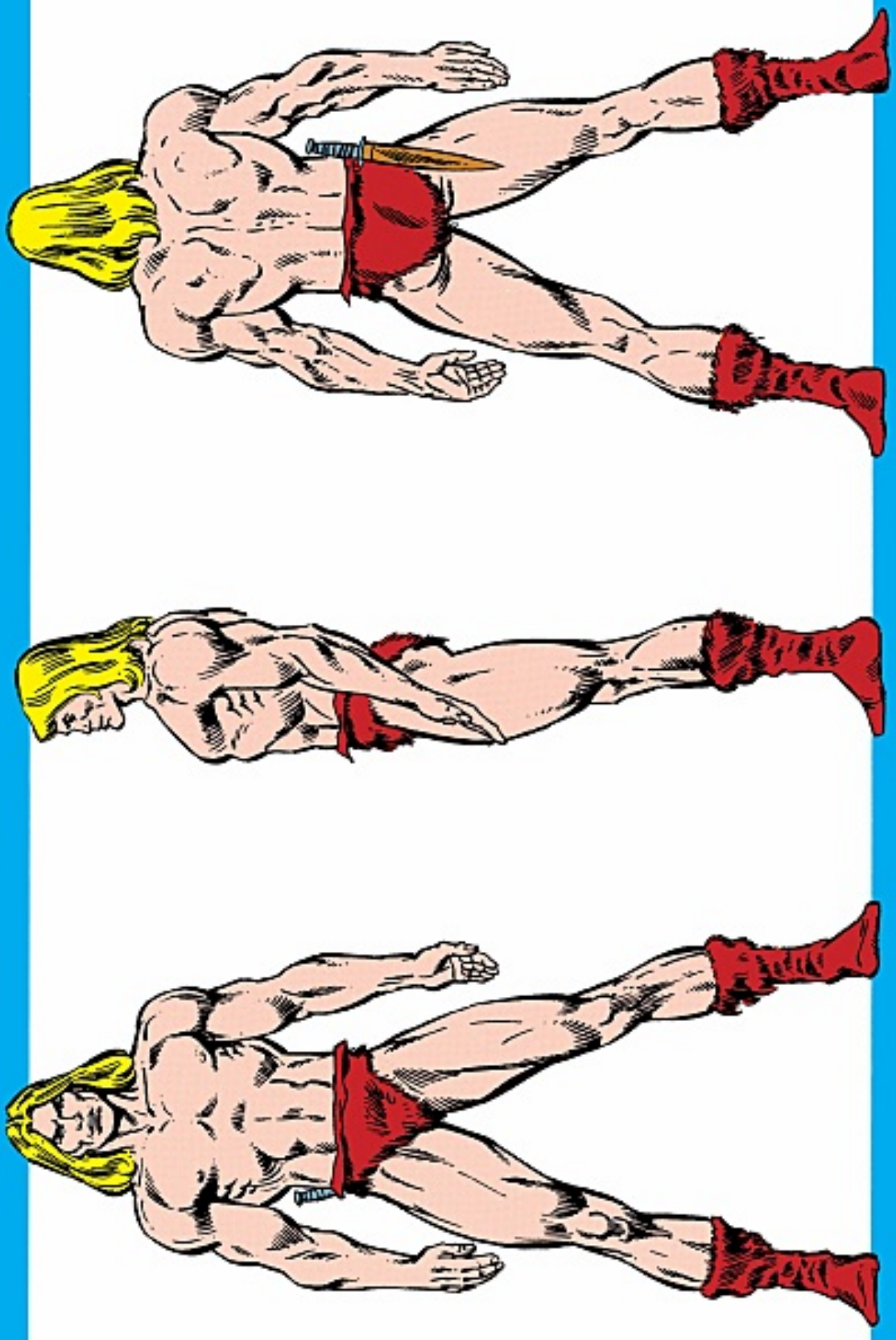
Costume specifications: Asgardian materials
Personal weaponry: None

Special weaponry: None
Other accessories: None
Transportation: Magical teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #107
Origin issue: Karnilla's origin is as yet unrevealed.
Significant issues: JOURNEY INTO MYSTERY #107 (saved Balder the Brave from assassination by Loki); JOURNEY INTO MYSTERY #117 (loaned Loki magic Norn stones); THOR #148 (accidentally granted the Wrecker supernatural power intended for Loki); THOR #150 (allied with Loki, tricked Sif into animating the Destroyer); THOR #151 (became romantically attracted to Balder); THOR #154 (declared love for Balder, but was spurned); THOR #155-156 (pitted Balder against the Legion of the Lost); THOR #164 (tried to tempt Balder to renounce his service to Odin); THOR #165 (tried to capture Balder); THOR #170 (saved Balder and the Warriors Three from the Thermal Man); THOR #188 (casted spell waking Odin in time to defeat Infinity); THOR #189 (forced Balder to renounce Odin and serve her); THOR #191 (with Loki, created Durok the Demolisher to battle Thor); THOR #199-201 (released Balder from her service); THOR #207 (aided Thor against Loki in return for Sif's aid in her quest for the missing Balder); THOR #214-216 (with Sif, held captive within Xorr the God-Jewel); THOR #249-250 (allied with Thor and company against Mangog and Igron); THOR #258-261 (with Balder, defended Asgard against assault by animated empty suits of armor; battled Enchantress and Executioner; defeated by Kroda the Deulist); THOR #266 (battled Loki to save Balder); THOR #304 (spurned by Balder, who had given up his career as a warrior on returning from the dead); THOR #305 (abducted Balder and his new beloved, Nanna; forced Balder to agree to marry her to save Nanna's life); THOR #308 (with Loki, released Snow Giant to battle Thor; betrayed Loki, defeated by him); THOR ANNUAL #14 (sought Balder's forgiveness for Nanna's death); DEFENDERS #107 (revealed location of the Rose of Purity to the Enchantress); THOR #324 (joined alliance of Loki and Tyr against Odin); THOR #350-351 (petitioned by Balder to join forces with Asgard against Surtur); BALDER THE BRAVE #1 (schemed to keep Balder with her in Nornheim); BALDER THE BRAVE #2 (captured by Utgard-Loki and Frost-Giants); BALDER THE BRAVE #3-4 (rescued by Balder and Agnar and returned to Nornheim); THOR #399-400 (saved Balder from forces of Seth); NEW MUTANTS #84 (her subjects returned to life, although still stone); NEW MUTANTS #85 (battled alongside Asgardians and New Mutants against forces of Hela)

KA-ZAR



KA-ZAR

BIOGRAPHICAL DATA

Real name: Lord Kevin Plunder
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Hunter, trapper, fisherman
Former occupation: None
Citizenship: United Kingdom
Legal status: No criminal record
Place of birth: Castle Plunder, Kentish Town, London, England
Marital status: Married
Known relatives: Shanna O'Hara (wife), Lord Robert Plunder (father, deceased), Lady Blanche Plunder (father, deceased), Edgar Parnival Plunder (brother, presumed deceased), Kyle Plunder (son)
Known confidants: Shanna O'Hara (wife)
Known allies: The X-Men, the Avengers, Daredevil, Spider-Man
Major enemies: The Plunderer, Garokk the Petrified Man, Zaladane, Belasco, Kraven the Hunter
Usual base of operations: The Savage Land, Antarctica
Former bases of operations: Castle Plunder
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 215 lbs.
Eyes: Blue
Hair: Blonde
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: A unique style of hand-to-hand combat developed by spending years surviving in the Savage Land
Special skills and abilities: Hunting, trapping, fishing, foraging, general survival in the wild
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

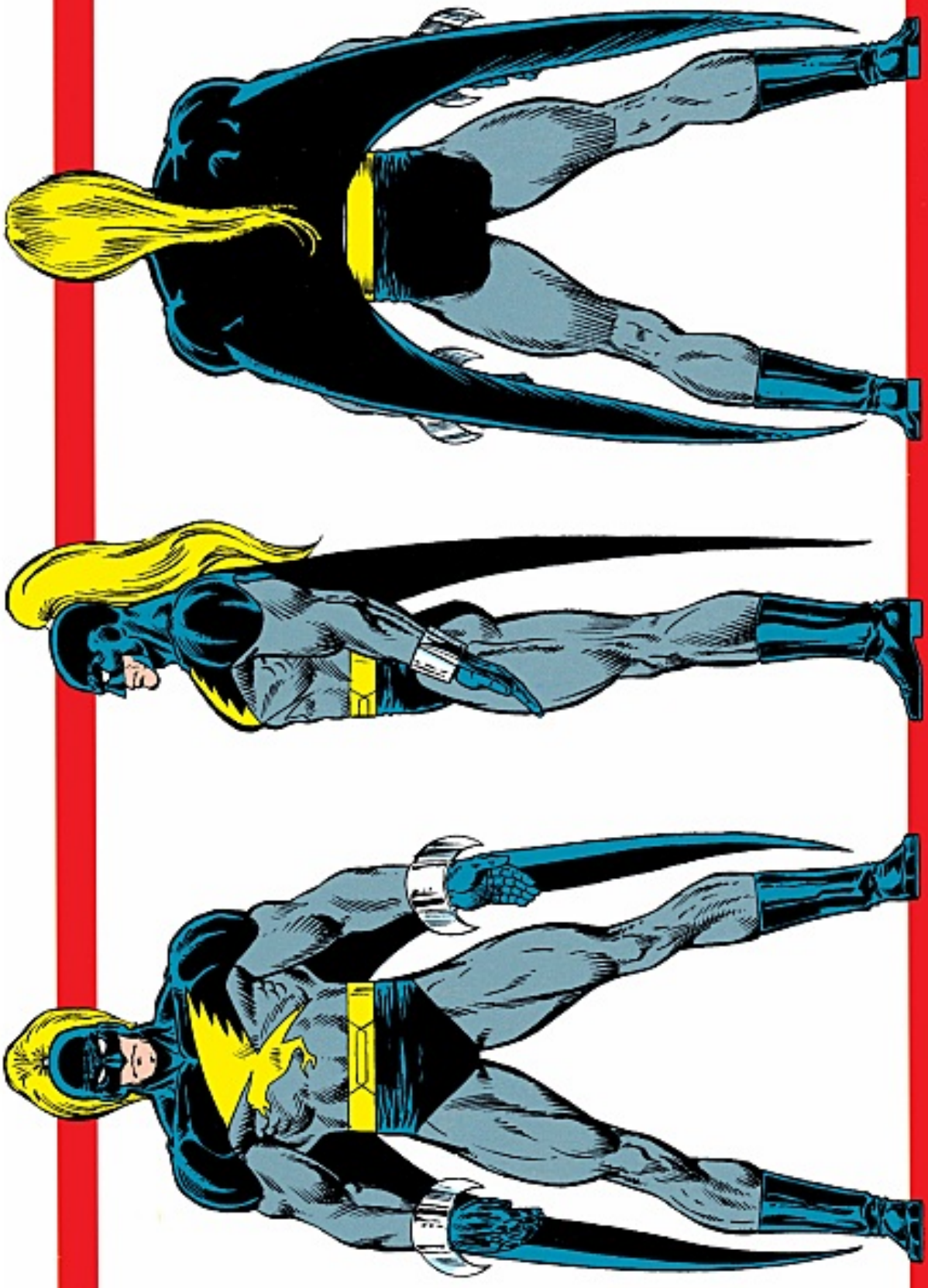
PARAPHERNALIA

Costume specifications: Naturally tanned leather
Personal weaponry: 12" Bowie knife
Special weaponry: None
Other accessories: Ka-Zar occasionally uses a slingshot, bow and arrow, and other primitive weapons as needed
Transportation: Various
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: X-MEN #10
Origin issue: DAREDEVIL #13
Significant issues: X-MEN #10 (first encountered original X-Men, first battled Maa-Gor); DAREDEVIL #12-14 (first encountered Daredevil, first battled with brother the Plunderer); INCREDIBLE HULK #109-111 (first encountered Hulk, battled Umbu the Unliving); ASTONISHING TALES #1-2 (first battled Kraven the Hunter); ASTONISHING TALES #8 (encountered Bobbi Morse {Mockingbird}); ASTONISHING TALES #12-13 (first battled AIM, met Man-Thing); AMAZING SPIDER-MAN #103-104 (first met Spider-Man, battled extraterrestrial Gog); KA-ZAR #1 (first met Shanna the She-Devil); KA-ZAR #14-20 (battled Klaw, first visited another dimension); X-MEN #61-63 (first battled Magneto's Savage Land Mutates); X-MEN#115-116 (teamed with X-Men to battle Zaladane and Garokk); KA-ZAR THE SAVAGE #1 (discovered the Savage Land is part of Pangaea); KA-ZAR THE SAVAGE #12 (first battled Belasco); KA-ZAR THE SAVAGE #29 (married Shanna); KA-ZAR THE SAVAGE #33 (apparent death of brother Parnival); AVENGERS #256-258 (destruction of the Savage Land by Terminus, rescued by the Avengers, left Savage Land for the civilized world); IRON MAN #202 (encountered Iron Man, battled the Fixer); X-MEN ANNUAL #12 (Savage Land restored by High Evolutionary and Garokk; Ka-Zar, Shanna, and newborn return); KA-ZAR GRAPHIC NOVEL (Ka-Zar and Shanna separated)

KILLER SHRIKE™



KILLER SHRIKE

BIOGRAPHICAL DATA

Real name: Simon Maddicks
Other current aliases: None
Former aliases : Harold Simmons
Dual identity: Secret
Current occupation: Professional criminal
Former occupation: Soldier, mercenary, special agent of Roxxon Oil Company, bodyguard for Brand Corporation
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Williamsburgh, Virginia
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Ringer II, Coachwhip, (former) Modular Man (deceased), Grey Gargoyle, Dragon Man
Major enemies: Bloodstone (deceased), Spider-Man, Beast, Locksmith, Moon Knight, She-Hulk
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: None
Former group membership: Agent of Roxxon Oil Company; agent of the Conspiracy (while undercover for Roxxon Oil); employee of the Brand Corporation
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 250 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Peak human
Flight speed: Natural winged flight
Stamina: Peak human
Durability: Peak human
Agility: Peak human
Reflexes: Peak human
Fighting skills: Extensive training and experience in hand-to-hand combat and martial arts, proficiency with hand weapons including guns and knives
Special skills: None known
Superhuman physical powers: None aside from the those listed above
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Extensive conditioning and surgery by Brand Corporation scientists

PARAPHERNALIA

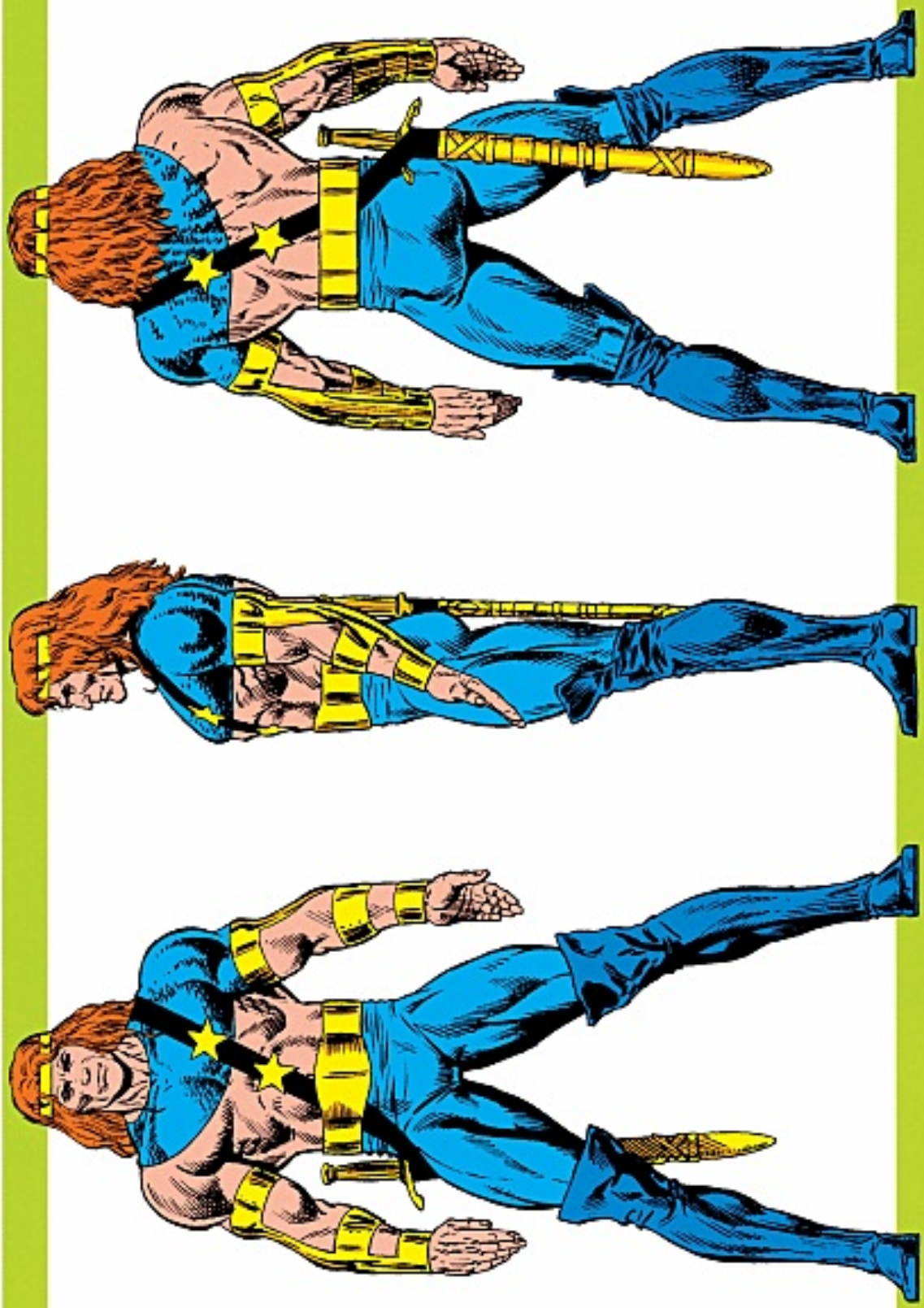
Costume specifications: Body armor
Personal weaponry: Armored suit made of insulated steel alloy mesh capable of protecting him from flight turbulence and small caliber weapons fire. His major

weapons system is the twin power-blasters worn on his wrists, with titanium talons capable of slashing flesh, wood, cinderblock, and light metals, and of discharging high-frequency electrical bolts with maximum charge of 35,000 volts.
Special weaponry: None
Other accessories: None
Transportation: Flight by means of surgically-implanted anti-gravity generator at base of spine, activated by neural link
Design and manufacture of paraphernalia: Brand Corporation scientists

BIBLIOGRAPHY

First appearance: RAMPAGING HULK #1
Origin issue: Killer Shrike's origin is as yet unrevealed.
Significant issues: RAMPAGING HULK #1-2 (infiltrated Conspiracy, sent to capture monster Goram, battled Ulysses Bloodstone, defeated, fell into coma); RAMPAGING HULK #4-5 (revived from coma with amnesia, aided in escape by Modular Man); MARVEL TEAM-UP #90 (alongside Modular Man, battled Spider-Man and Beast, escaped when Modular man was destroyed); SPECTACULAR SPIDER-MAN #57 (regained memory, worked for Brand Corporation, costume controlled by Will-o'-the-Wisp; forced to abduct Dr. Marla Madison to reconstitute immaterial Wisp, defeated by Spider-Man); SPIDER-WOMAN #50 (with other superhuman adventurers and criminals, captured and imprisoned by the Locksmith, freed by Spider-Woman I); SPECTACULAR SPIDER-MAN #102 (robbed bank, defeated by Spider-Man); AMAZING SPIDER-MAN #310 (attempted theft of power booster from the Tinkerer, battled Spider-Man); MOON KNIGHT Vol. 3 #10 (during the events of the "Acts of Vengeance," battled Moon Knight alongside Ringer II and Coachwhip; shot down Mooncopter, seriously injuring Frenchie, Moon Knight's pilot; escaped); SENSATIONAL SHE-HULK #27 (hired by Surge; alongside Grey Gargoyle and Dragon Man, battled She-Hulk, defeated)

KILLRAVEN™



KILLRAVEN

BIOGRAPHICAL DATA

Real name: Jonathan Raven
Other current aliases: KR
Former aliases : None
Dual identity: Publicly known on his alternate Earth; the general populace of "mainstream" Earth is unaware of Killraven's existence.
Current occupation: Freedom fighter
Former occupation: Gladiator
Citizenship: United States of America
Legal status: Wanted by Martian authorities
Place of birth: New York City
Marital status: Single
Known relatives: Maureen Raven (mother, deceased), Joshua Raven (Deathraven, brother, deceased)
Known confidants: M'Shulla Scott, Old Skull
Known allies: The Freemen (M'Shulla Scott, Old Skull, Hawk [deceased], Carmilla Frost, Grok [deceased], Jenette Miller), Mint Julep, Volcana Ash, Keeper Whitman (deceased)
Major enemies: The Martians, the Warlord, the High Overlord, Skarlet and the Sirens; (former) Abraxas (deceased), Rattack (deceased), Skar (deceased), Pstun-Rage (deceased), Atalon (deceased), Sacrificer (deceased), Deathraven (deceased)
Usual base of operations: Mobile throughout the United States of his alternate Earth in the early 21st Century
Former base of operations: Queens, New York
Current group membership: The Leader of the Freemen
Former group membership: None
Extent of education: Equivalent to college graduate level

PHYSICAL DESCRIPTION

Height: 6' 1"
Weight: 185 lbs.
Eyes: Blue
Hair: Red
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Superb hand-to-hand combatant, highly skilled swordsman, wrestler, and martial artist; master of most hand weaponry, especially shuriken
Special skills and abilities: Master strategist in guerrilla warfare; encyclopedic knowledge of human history, art, and science predating the Martian invasion of A.D. 2001 (implanted in his mind by Keeper Whitman)
Superhuman physical powers: As a youth, heightened physical prowess for his

age
Superhuman mental powers: Psionic ability to project his consciousness into and take over a Martian's mind, psychic ability to resist mental assaults and to mask his presence his presence from robot scanners
Special limitations: None
Source of superhuman powers: (physical powers as a youth) Injections of experimental chemicals by Keeper Whitman; (mental powers) psycho-electronic experiments by Keeper Whitman

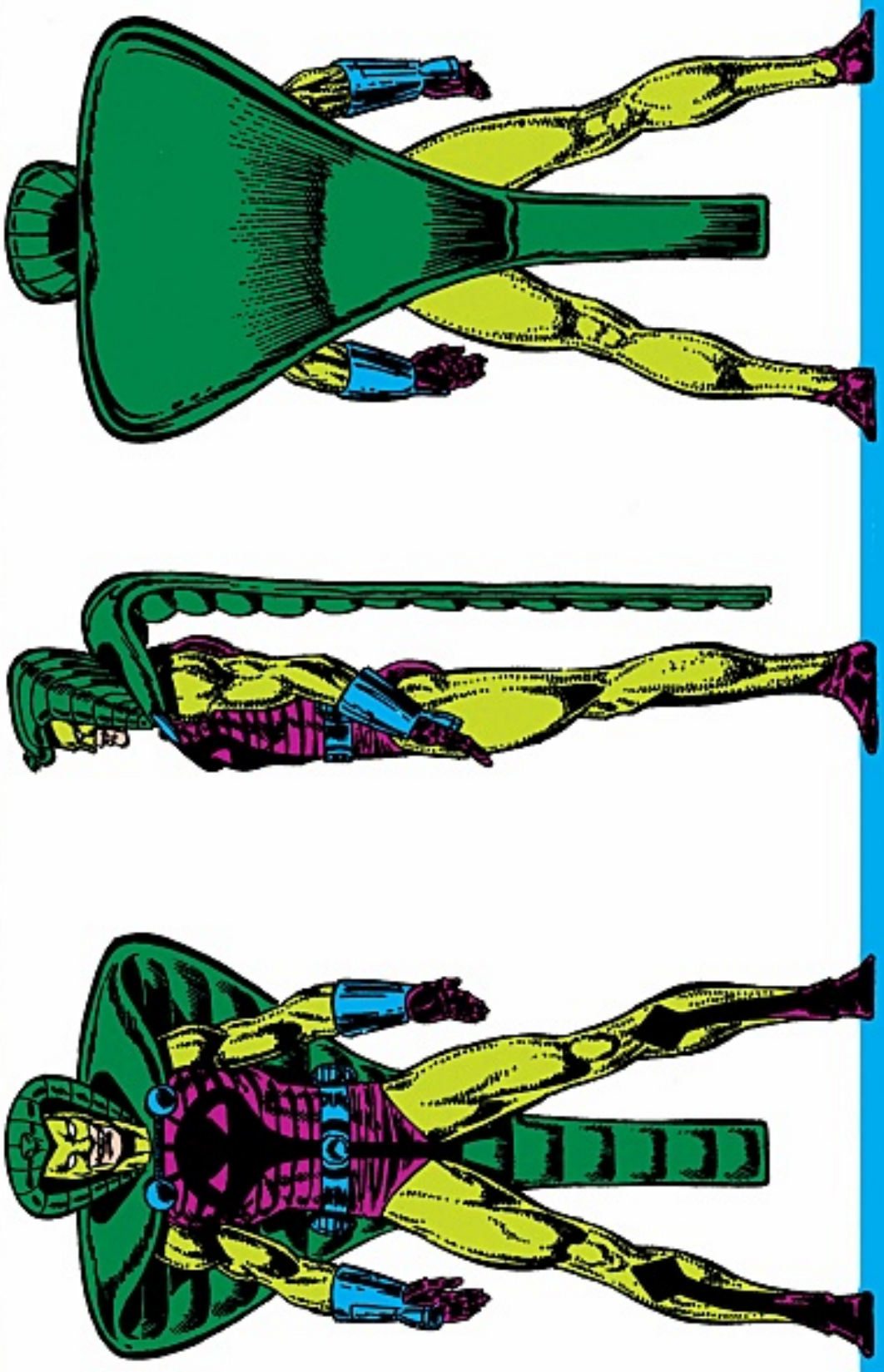
PARAPHERNALIA

Costume specifications: Bulletproof fabric and leather
Personal weaponry: Sword
Special weaponry: Shuriken
Other accessories: Various as needed
Transportation: mutated serpent-horse, appropriated Martian vehicles and aircraft
Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: AMAZING ADVENTURES Vol. 1 #18
Origin issue: AMAZING ADVENTURES Vol. 1 #18, 27
Significant issues: AMAZING ADVENTURES Vol. 1 #18 (trained by the Martians as a gladiator, escaped and killed his Keeper); AMAZING ADVENTURES Vol. 1 #19 (alongside his Freemen, battled Skarlet and the Sirens); AMAZING ADVENTURES Vol. 1 #20-21 (first encountered Carmilla Frost and Grok; alongside his Freeman, battled the Warlord); AMAZING ADVENTURES Vol. 1 #22-24 (first encountered Mint Julep; alongside his Freemen, battled Abraxas, Rattack, and the High Overlord); AMAZING ADVENTURES Vol. 1 #25 (alongside his Freemen, battled Skar); AMAZING ADVENTURES Vol. 1 #26 (tamed a mutated serpent-horse as his mount; alongside his Freemen, battled Pstun-Rage); AMAZING ADVENTURES Vol. 1 #27-29 (first encountered Volcana Ash; alongside his Freemen and Ash, battled Atalon and the Death-Breeders); AMAZING ADVENTURES Vol. 1 #30 (learned his brother Joshua was alive); AMAZING ADVENTURES Vol. 1 #31 (alongside his Freemen and Volcana Ash, battled Sacrificer and Atalon); AMAZING ADVENTURES Vol. 1 #32, 34 (alongside his Freemen, battled Skar); AMAZING ADVENTURES Vol. 1 #35 (alongside his Freemen, battled the 24-Hour Man); AMAZING ADVENTURES Vol. 1 #36 (alongside his Freemen, battled High Overlord);MARVEL TEAM-UP #45 (alongside Spider-Man, battled Martian slaves); AMAZING ADVENTURES Vol. 1 #37 (first meeting with Old Skull recounted); AMAZING ADVENTURES Vol. 1 #38 (battled the occupant of the Dream Dome); AMAZING ADVENTURES Vol. 1 #39 (alongside his Freemen, first met Mourning Prey)

KING COBRA



KING COBRA

BIOGRAPHICAL DATA

Real name: Klaus Voorhees
Other current aliases: None
Former aliases: The Human Cobra, Cobra
Dual identity: Publicly known
Current occupation: Professional criminal, leader of the Serpent Society crime cartel
Former occupation: Laboratory assistant
Citizenship: Naturalized citizen of the United States of America
Legal status: Criminal record in the U.S.
Place of birth: Rotterdam, Holland
Marital status: Single
Known relatives: None
Known confidants: Coachwhip
Known allies: (former) Mister Hyde, Jester I, Viper I, Viper II, Krang, Princess Python, Eel I, Gladiator I, Purple Man, Diamondback II, Sidewinder, Asp, Black Mamba; (current) Serpent Society
Major enemies: Thor, Daredevil, Captain America, Mister Hyde, Viper II, Sidewinder, Copperhead
Usual base of operations: Serpent Citadel II, Bronx, New York
Former bases of operations: Various warehouses and apartments in Manhattan; Serpent Citadel I, upstate New York
Current group membership: Serpent Society
Former group membership: Serpent Squad I and II
Extent of education: High school graduate, two years of vocational training in prison

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 160 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: Sway-back posture makes him appear shorter

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Peak human
Stamina: Athlete
Durability: Athlete
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Moderate knowledge of streetfighting techniques
Special skills and abilities: King Cobra is double jointed, can dislocate and snap back into place his shoulders and hips at will, and has phenomenal mastery of his musculature. A master contortionist, he can move via muscular contractions through something as narrow as a one foot diameter pipe.
Superhuman physical powers: King Cobra's bones are flexible and nearly impossible to break.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Mutagenic effects of venom of a radioactive cobra plus experimental antidote

PARAPHERNALIA

Costume specifications: Bodysuit made of reinforced synthetic stretch material; torso section, helmet, and tail made of bendable plastoid, entire costume coated with silicon and graphite dust compound to make it slippery
Personal weaponry: Spring-loaded wrist-shooters propelling "cobra-bite" projectiles containing a poison derived from cobra venom
Special weaponry: Cartridge projectiles filled with various substances: acids, smoke, nerve gas, plastic explosives, etc.
Other accessories: Micro-suction cups on fingertips and toes permitting him to cling to walls and ceilings
Transportation: Serpent Saucer
Design and manufacture of paraphernalia: The Tinkerer; AIM

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #98
Origin issue: JOURNEY INTO MYSTERY #98
Significant issues: JOURNEY INTO MYSTERY #98 (fatally poisoned employer, attempted to manufacture cobra-serum to transform others into similarly-powered slaves, thwarted by Thor); JOURNEY INTO MYSTERY #105-106 (joined forces with Mister Hyde to get revenge upon Thor); JOURNEY INTO MYSTERY #110-111 (he and Hyde employed by Loki to kidnap Jane Foster); DAREDEVIL #30-32 (battled Daredevil); DAREDEVIL #61 (teamed with Jester and Hyde); CAPTAIN AMERICA #163 (joined original Serpent Squad with Eel I and Viper I, attacked Captain America and the Falcon); CAPTAIN AMERICA #180-182 (joined Serpent Squad II, battled Nomad I, involved in attempt to raise continent of Lemuria); CAPTAIN AMERICA #183 (trapped with Viper II, cowardice earned her enmity); DAREDEVIL #142-143 (assisted Hyde in attempt to acquire Cagliostro's serum); DAREDEVIL #153-154 (employed by Purple Man, fought Daredevil in arena alongside Hyde, Jester I, and Gladiator I); SPECTACULAR SPIDER-MAN #46 (refused to take Hyde along on jailbreak, battled Spider-Man), AMAZING SPIDER-MAN #231-232 (stalked by Hyde); CAPTAIN AMERICA #310 (joined the Serpent Society); CAPTAIN AMERICA #319 (teamed with Diamondback to locate Scourge); CAPTAIN AMERICA #343 (on mission to poison Washington D.C.'s water supply); CAPTAIN AMERICA #344 (helped Captain America subdue Viper II); X-MEN ANNUAL #13 (assumption of leadership of the Serpent Society revealed); CAPTAIN AMERICA #365-367 (beat Mister Hyde in personal combat, assumed new costume and name); CAPTAIN AMERICA #380-382 (sentenced Diamondback to death for treason to the Society)

KING, HANNIBAL™

KING, HANNIBAL

BIOGRAPHICAL DATA

Real name: Hannibal King
Other current aliases: None
Former aliases : Henry Kagle
Dual identity: None; the general populace of Earth is unaware that King was once a vampire.
Current occupation: Private investigator
Former occupation: Unrevealed
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Milwaukee, Wisconsin
Place of death: London, England
Cause of death: Bitten by Deacon Frost, died, and transformed into a vampire
Marital status: Unrevealed, currently single
Known relatives: None
Known confidants: Blade, Frank Drake, Doctor Strange
Known allies: Blade, Frank Drake, Rachel Van Helsing (deceased), Harold H. Harold (deceased), Doctor Strange, the Beast, the Gargoyle, Hellstorm, Hellcat, Cutlass and Typhoon, Rufus T. Hackstabber, Ghost Rider II, Johnny Blaze, Morbius, Darkhold Redeemers
Major enemies: Dracula, Deacon Frost (deceased), the Darkholders, Lilith II, the Lilin, Meatmarket
Usual base of operations: Boston, Massachusetts
Former base of operations: Milwaukee, Wisconsin; London, England
Current group membership: Nightstalkers (Borderline Investigations)
Former group membership: Partner in King, Drake, and Blade (private investigations firm)
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 190 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Pronounced sharpened canine teeth (fangs), white skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Flight speed: Directed motion hovering
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: Excellent detective, good marksman with a pistol, extraordinary strength of will
Superhuman physical powers: Aside from the above listed attributes, King has limited physical malleability and other traditional vampiric powers which he prefers not to use out of hatred for his condition.

Superhuman mental powers: The ability to instantly hypnotize human victims
Special limitations: None; as a vampire, dependence on ingestion of fresh blood to sustain his existence, inability to endure direct sunlight, standard vampiric vulnerabilities to garlic, silver, the presence of religious symbols, beheading, wooden stake through the heart
Source of superhuman powers: Although King was cured of his vampirism by the incantation of the Montesi Formula, with its weakening he has regained many of his vampiric abilities without actually being a vampire

PARAPHERNALIA

Costume specifications: Conventional attire
Personal weaponry: Conventional firearms
Special weaponry: None
Other accessories: None
Transportation: Flight in mist-like form, conventional means
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: TOMB OF DRACULA Vol. 1 #25
Origin issue: TOMB OF DRACULA Vol. 1 #25
Significant issues: TOMB OF DRACULA Vol. 1 #25 (first battled Dracula); TOMB OF DRACULA Vol. 1 #51 (battled Blade doppelganger created by Deacon Frost); TOMB OF DRACULA Vol. 1 #53 (alongside Blade, destroyed Deacon Frost); DOCTOR STRANGE Vol. 2 #56-62 (alongside Doctor Strange, Blade, and Frank Drake, battled Dracula and the Darkholders, witnessed banishment of Dracula and all vampires from Earth; cured of his vampirism by Doctor Strange); DOCTOR STRANGE Vol. 2 #67 (revealed to have formed a private investigation agency with Blade and Drake; alongside Dr. Strange, Blade and Drake, battled the Darkholders); DEFENDERS #148 (alongside the Beast, Gargoyle, Daimon Hellstrom, Hellcat, Cutlass and Typhoon, and Rufus T Hackstabber foiled the plans of Minerva Bannister): NIGHTSTALKERS #1 (alongside Blade and Frank Drake, hired by Lilith II to kill Ghost Rider II and John Blaze, battled Meatmarket): GHOST RIDER Vol. 3 #31 (alongside Ghost Rider II, John Blaze, Morbius, Blade, Frank Drake, Dr. Strange, and Darkhold Redeemers, battled Lilith II and the Lilin)

KINGPIN™

KINGPIN

BIOGRAPHICAL DATA

Real name: Wilson Fisk
Other current aliases: None
Former aliases: The Brainwasher, Harold Howard
Dual identity: Publicly known
Current occupation: Criminal mastermind
Former occupation: Manager of Las Vegas HYDRA faction
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Unrevealed
Marital status: Married
Known relatives: Vanessa Fisk (wife), Richard Fisk (the Schemer, the Rose, son)
Known confidants: Vanessa Fisk
Known allies: Bullseye, Elektra, the Answer (presumed dead), the Foreigner, Typhoid, the Slug, the Arranger (deceased)
Major enemies: Daredevil, Spider-Man, the Punisher, Cloak and Dagger, Moon Knight, the Black Cat, Captain America, the Falcon, the Hand, Silvermane (deceased), Dr. Octopus, the Owl, Hobgoblin I (deceased), the Rose, Micah Synn, the Chameleon, Hammerhead, the Lobo Brothers (one deceased), Baron Strucker, HYDRA, the Red Skull, Crossbones, the Sinister Syndicate
Usual base of operations: New York City
Former bases of operations: Las Vegas, Nevada
Current group membership: None
Former group membership: Las Vegas HYDRA faction, "Acts of Vengeance" prime movers, leader of a coalition of East Coast non-Maggia criminal organizations
Extent of education: Self-educated to college level in political science

PHYSICAL DESCRIPTION

Height: 6' 7"
Weight: 450 lbs.
Eyes: Blue
Hair: Bald
Other distinguishing features: The Kingpin appears to be tremendously obese, but what seems to be fat tissue is actually muscle developed to enormous size, as in a sumo wrestler.

POWERS AND ABILITIES

Intelligence: Genius
Strength: Peak human
Speed: Normal
Stamina: Peak human
Durability: Peak human
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extraordinarily skilled martial artist, especially in sumo wrestling, experienced bodybuilder
Special skills and abilities: Highly skilled planner and organizer

Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

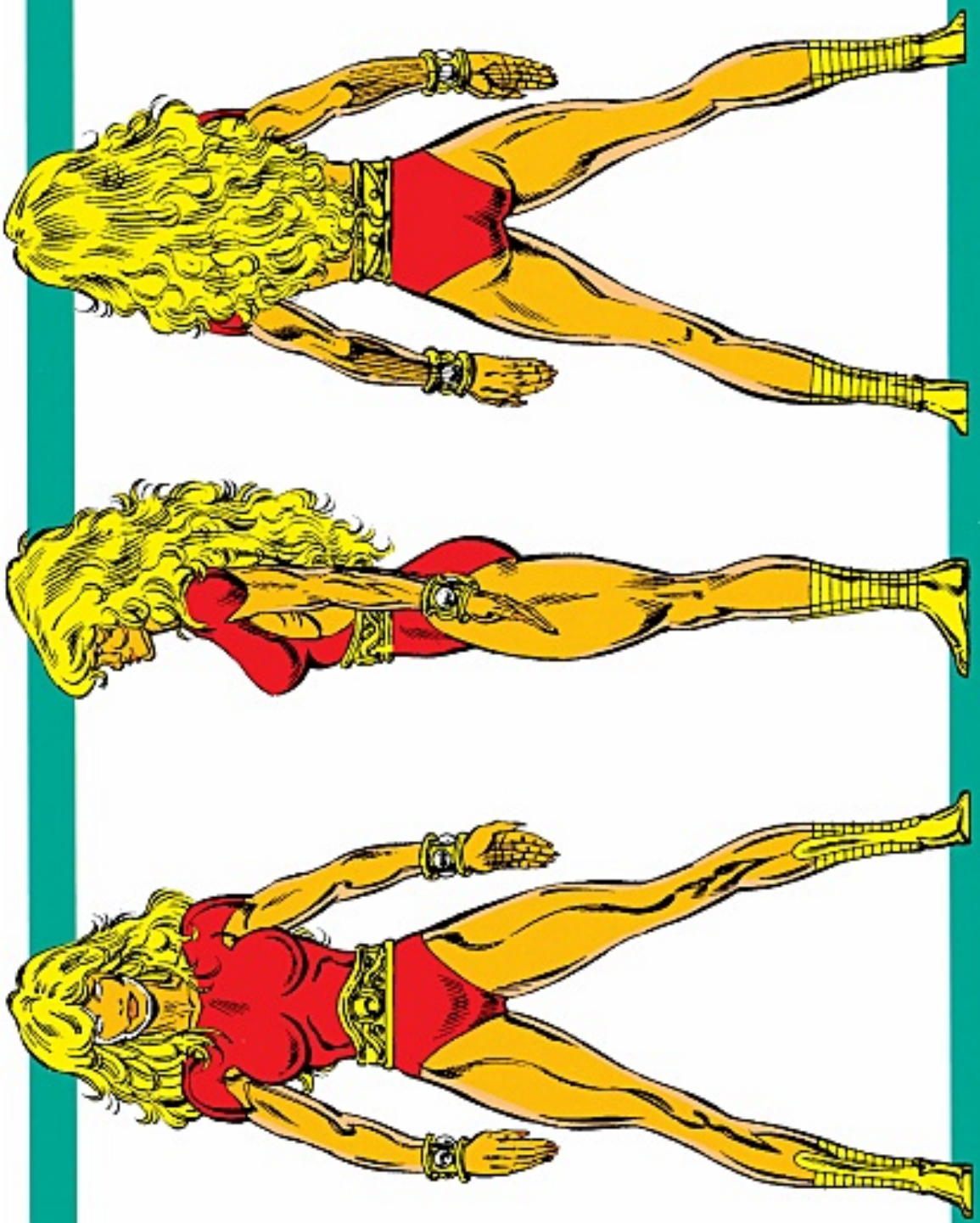
PARAPHERNALIA

Costume specifications: Conventional attire
Personal weaponry: A diamond stickpin which fires a concentrated spray of sleeping gas at close range; his "obliterator cane", a walking stick that fires laser beams
Special weaponry: Unrevealed
Other accessories: Unrevealed
Transportation: Conventional
Design and manufacture of paraphernalia: Engineers and technicians (now deceased) employed by the Kingpin

BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #50
Origin issue: The Kingpin's origin is as yet unrevealed
Significant issues: AMAZING SPIDER-MAN #50-52 (attempted coalition of New York mobs, ordered abduction of J. Jonah Jameson, foiled by Spider-Man); AMAZING SPIDER-MAN #83-85 (contended against a rival gangleader, the Schemer, who proved to be his own son in disguise; battled Spider-Man); AMAZING SPIDER-MAN #197 (at his wife's behest, divested himself of his criminal empire; unsuccessfully attempted to kill Spider-Man before retiring from crime); DAREDEVIL #170-172 (agreed to turn over files to the authorities incriminating his former lieutenants, wife Vanessa kidnaped by crimelords who put out a contract on his life; witnessed apparent "death" of his wife; returned to life of crime, regained control of his New York mobs, hired Bullseye as his assassin, set Bullseye against Daredevil, turned over files and defeated Bullseye to Daredevil); DAREDEVIL #174-175 (maneuvered Daredevil into battling the Hand); DAREDEVIL #177-178, 180-181 (secretly promoted mayoral candidate Randolph Cherryh; hired Elektra as his assassin; forced to abandon scheme to elect Cherryh mayor when Daredevil found Vanessa alive but amnesiac and returned her to him; sent Elektra to kill Foggy Nelson; after Elektra's death, set Bullseye against Daredevil); CAPTAIN AMERICA #373, 376-378 (rehired Bullseye to investigate New York drug war; survived assassination attempt by Crossbones, sent Bullseye to assassinate Red Skull; defeated Red Skull in personal combat); DAREDEVIL #297-300 (conflict between Kingpin and HYDRA secretly orchestrated by Daredevil, Kingpin's criminal empire destroyed by HYDRA, Kingpin incriminated by Matt Murdock)

KISMET..



KISMET

BIOGRAPHICAL DATA

Real name: Inapplicable
Other current aliases: Her
Former aliases: Paragon, J'ridia Star-duster
Dual identity: None; the general populace of Earth is unaware of Kismet's existence
Current Occupation: Adventurer
Former occupation: Explorer
Citizenship: Inapplicable
Legal status: None
Place of creation: Citadel of Science ("Beehive"), Shard Island, Atlantic Ocean
Marital status: Single
Known relatives: Inapplicable
Known confidants: Quasar
Known allies: Quasar, Makkari, Alpha Flight, Thing, High Evolutionary, Starhawk, Aleta
Major enemies: Soul-Eater, Enclave, Moondragon
Usual base of operations: Mobile on Earth
Former bases of operations: Outer space
Current group membership: None
Former group membership: None
Extent of education: Self-taught

PHYSICAL DESCRIPTION

Height: 6' 6"
Weight: 390 lbs
Eyes: White (no visible irises)
Hair: Blond
Other distinguishing features: Gold skin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 75
Speed: Enhanced human
Flight speed: Orbital velocity, (in outer space, enhanced by cosmic energy) Warp speed
Stamina: Superhuman
Durability: Metahuman regenerative
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: No known skills in hand-to-hand combat, relies on superhuman powers in combat
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, Kismet has the ability to tap, store, and manipulate cosmic energy for a variety of effects, including the projection of concussive force bolts and flight. Cosmic energy enhances her physical attributes (see above), her metabolism, and her life force, preventing her from aging. and making her virtually immortal. She can recover from serious injuries by creating a cosmic energy cocoon from surrounding molecules in which she can rest and regenerate. She can reanimate dead tissue by projecting a portion of her cosmic life force into it.
Superhuman mental powers: Ability to use cosmic energy to rearrange molecular structures (of about three cubic feet at a

time)
Special limitations: Kismet cannot restore a being's spirit (astral self) to a body that she resurrects if that spirit has left the body.
Source of superhuman powers: Genetic engineering by the Enclave

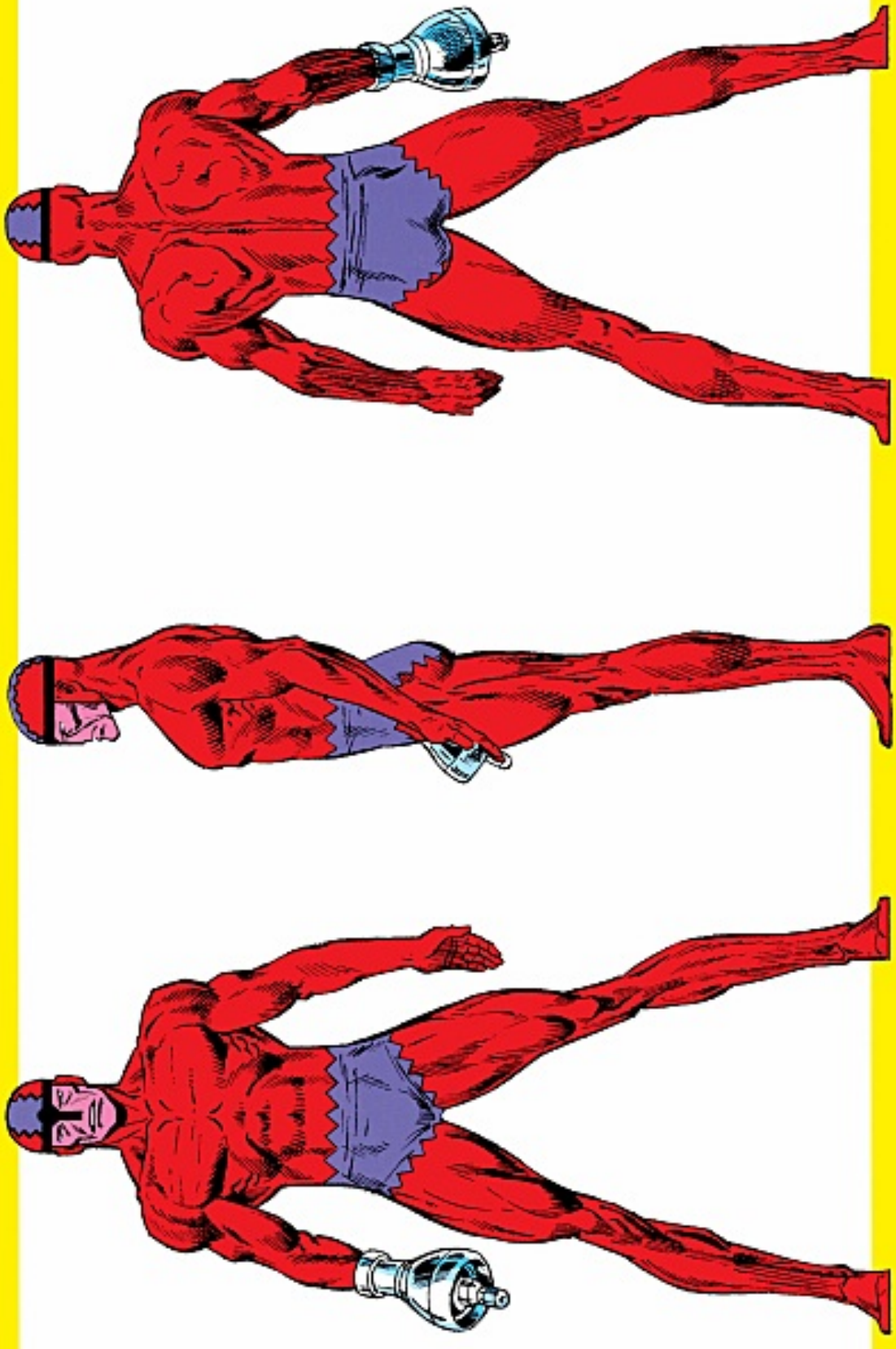
PARAPHERNALIA

Costume specifications: Unrevealed
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: (costume) Kismet

BIBLIOGRAPHY

First appearance: (as Paragon) INCREDIBLE HULK ANNUAL #6; (as Her) MARVEL TWO-IN-ONE #61, (as Starduster) MARVEL COMICS PRESENTS #35, (as Kismet) QUASAR #41
Origin issue: INCREDIBLE HULK ANNUAL #6
Significant issues: INCREDIBLE HULK ANNUAL #6 (as Paragon, created by Enclave, destroyed Citadel of Science, retreated into its cocoon); MARVEL TWO-IN-ONE #61-62 (as Her, emerged from cocoon, took on form of female version of Adam Warlock, unsuccessfully attempted to resurrect Warlock, set out to explore the cosmos to find a possible mate); MARVEL COMICS PRESENTS #35 (helped ecologically ravaged planet U'sr'pr recover, invoking wrath of the Consortium, called by the natives J'ridia Starduster); ALPHA FLIGHT #97-100 (aided by Alpha Flight and the Avengers, against the Consortium); QUASAR #27-29 (rejected as mate by resurrected Adam Warlock, set out to find a replacement among Earth's superhumans; implanted reproductive pods on various male superhumans she chose as mates, including Quasar, Hercules, Wonder Man, Hyperion, Doc Samson, Gilgamesh; battled Quasar; attacked by Jack of Hearts, saved by Quasar from Moondragon, pods were destroyed, decided to become Quasar's companion); QUASAR #33 (battled Starbolt during Kree-Shi'ar War); QUASAR #34 (battled Super-Skrull and Binary during Kree-Shi'ar War); QUASAR #36 (engulfed by Soul-Eater, rescued by Quasar), QUASAR #40-41 (battled Black Fleet destroying planet Scadam)

KLAW™



KLAW

BIOGRAPHICAL DATA

Real name: Ulysses Klaw
Other current aliases: The Master of Sound
Former aliases : None
Dual identity: Publicly known
Current occupation: Professional criminal
Former occupation: Physicist
Citizenship: Netherlands
Legal status: Criminal record in Wakanda, Rudyarda, the United States, and parts of Europe
Place of birth: Vlaardingen, Netherlands
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Solarr; (former) Masters of Evil II (Ultron, Radioactive Man, Whirlwind), the Sheenarians, the Molecule Man, the Mad Thinker, Dr. Doom, the Frightful Four (Wizard, Hydro-Man, Titania II), Venom, the Controller, Goliath IV, AIM
Major enemies: The Black Panther, the Fantastic Four, the Avengers, Ka-Zar, Quasar, Giant-Man II, American Eagle, Dazzler, Daredevil, Volcana, the Molecule Man, AIM
Usual base of operations: Mobile
Former base of operations: Mobile
Current group membership: None
Former group membership: Masters of Evil II, the Frightful Four, partner of Solarr and the Mad Thinker, ally of Molecule Man and Doctor Doom, agent of AIM
Extent of education: Ph.D. in physics

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Red
Hair: None
Other distinguishing features: Klaw's body has been completely converted into solidified sound, giving it a somewhat inhuman appearance. Klaw's right hand is a prosthetic appliance containing his sonic converter.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 10
Speed: Normal
Stamina: Enhanced human
Durability: Metahuman regenerative
Agility: Normal
Reflexes: Normal
Fighting skills: Good hand-to-hand combatant
Special skills and abilities: Expert physicist specializing in applied sonics
Superhuman physical powers: Aside from the above listed attributes, Klaw has the ability to exist without food or sleep.
Superhuman mental powers: None
Special limitations: Inability to exist outside a medium that allows the propagation of sound waves (i.e. in a vacuum) without technological improvements made to his sonic converter by AIM; inability to regain his original organic form; susceptibility to

vibranium, which can cause his mass/energy form to collapse; subject to temporary mild insanity when forced to exist as sonic energy without humanoid form for long periods of time

Source of superhuman powers: Conversion into a being of solidified sound by his vibranium-powered sonic converter

PARAPHERNALIA

Costume specifications: Inapplicable

Personal weaponry: Molybdenum steel sonic converter which Klaw wears as a prosthetic right hand (able to transform ambient sound for a variety of effects, including projection of intense high-volume sound waves, blasts of concussive force, and creation of mobile sound/mass constructs)

Special weaponry: None

Other accessories: None

Transportation: Conventional

Design and manufacture of paraphernalia: Ulysses Klaw, later improved by unnamed AIM scientists and technicians

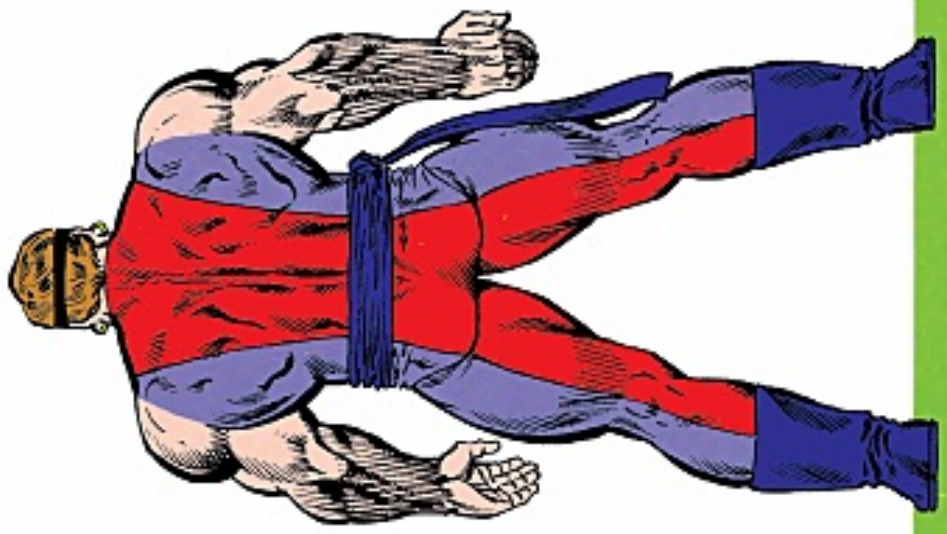
BIBLIOGRAPHY

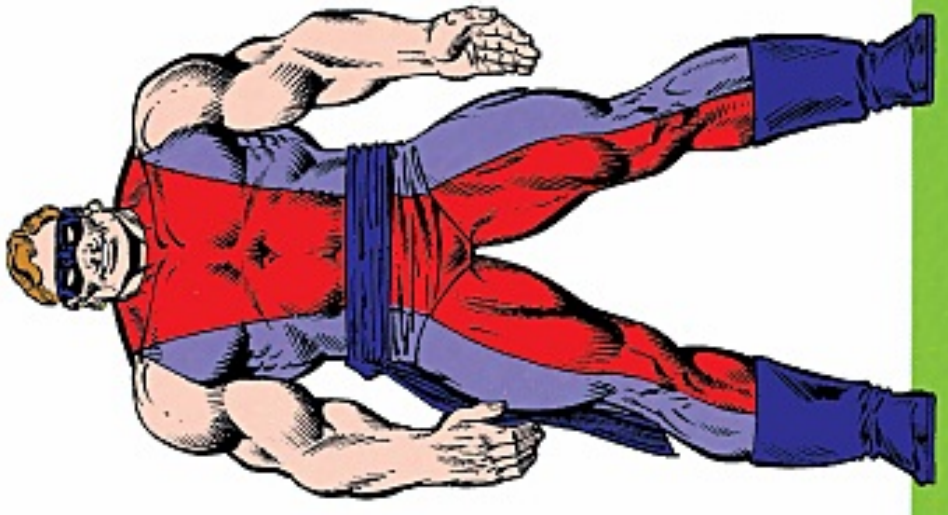
First appearance: (as Ulysses Klaw) FANTASTIC FOUR #53, (in transformed state) FANTASTIC FOUR #56

Origin issue: FANTASTIC FOUR #53, 56

Significant issues: FANTASTIC FOUR #53 (ten years past, attempted theft of Wakanda's vibranium, killed T'Chaka, father of T'Challa, the future Black Panther; now attacked Wakanda again, battled Black Panther and the Fantastic Four, transformed himself using his sonic converter); FANTASTIC FOUR #56 (in transformed state, fought the Fantastic Four in New York); AVENGERS #54-55 (with Masters of Evil II, fought Avengers); AVENGERS #83 (led Masters of Evil II against Avengers and Lady Liberators); FANTASTIC FOUR #119 (battled Black Panther, the Thing, and Human Torch II); AVENGERS #126 (alongside Solarr, battled Avengers); KA-ZAR Vol. 2 #16-20 (formed alliance with Sheenarians, fought Ka-Zar); FANTASTIC FOUR #187 (with Molecule Man, fought Fantastic Four and Impossible Man); BLACK PANTHER Vol. 1 #14-15 (battled Black Panther and Avengers); MARVEL TWO-IN-ONE #57-58 (with Solarr, attempted to escape custody at Project: Pegasus, fought Thing, Quasar, Giant-Man II, and Aquarian); MARVEL TWO-IN-ONE ANNUAL #6 (fought Thing, Ka-Zar, and American Eagle); DAZZLER #9-11 (absorbed by Dazzler's sound sonic absorption powers, transferred to Galactus's worldship); MARVEL SUPER-HEROES SECRET WARS #6-12 (on battleworld, resurrected from Galactus's worldship by Doctor Doom, albeit slightly insane; dispatched to Earth by the Beyonder); FANTASTIC FOUR #326-333 (alongside new Frightful Four, fought Fantastic Four)

KNICKKNACK™





KNICKKNACK

BIOGRAPHICAL DATA

Real name: Nicholas Grossman
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Juggler, mercenary
Former occupation: Circus performer
Citizenship: United States
Legal status: Criminal record in the U.S.
Place of birth: Secaucus, New Jersey
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Ringleader, Oddball, Bombshell, Tenpin
Major enemies: Captain America, Hawkeye
Usual base of operations: Mobile
Former bases of operations: New York City
Current group membership: Death-Throws
Former group membership: Unrevealed
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

Height: 6' 3"
Weight: 154 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: His short stature and stocky physique

POWERS AND ABILITIES

Intelligence: Genius
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Normal
Agility: Athlete
Reflexes: Athlete
Fighting skills: Extensive knowledge in judo, karate, and streetfighting
Special skills and abilities: Expert juggler, specializing in the juggling of objects of disparate sizes, weights, and shapes
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: Due to his stature, Knickknack has difficulty utilizing certain facilities designed for average-sized adults
Source of superhuman powers: None

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Generally carries a hunting knife, a meat cleaver, a small hatchet, a hacksaw, and a dagger, attached to his belt
Special weaponry: Other bladed weapons, chainsaws
Other accessories: A small briefcase for carrying his juggling implements
Transportation: Unrevealed

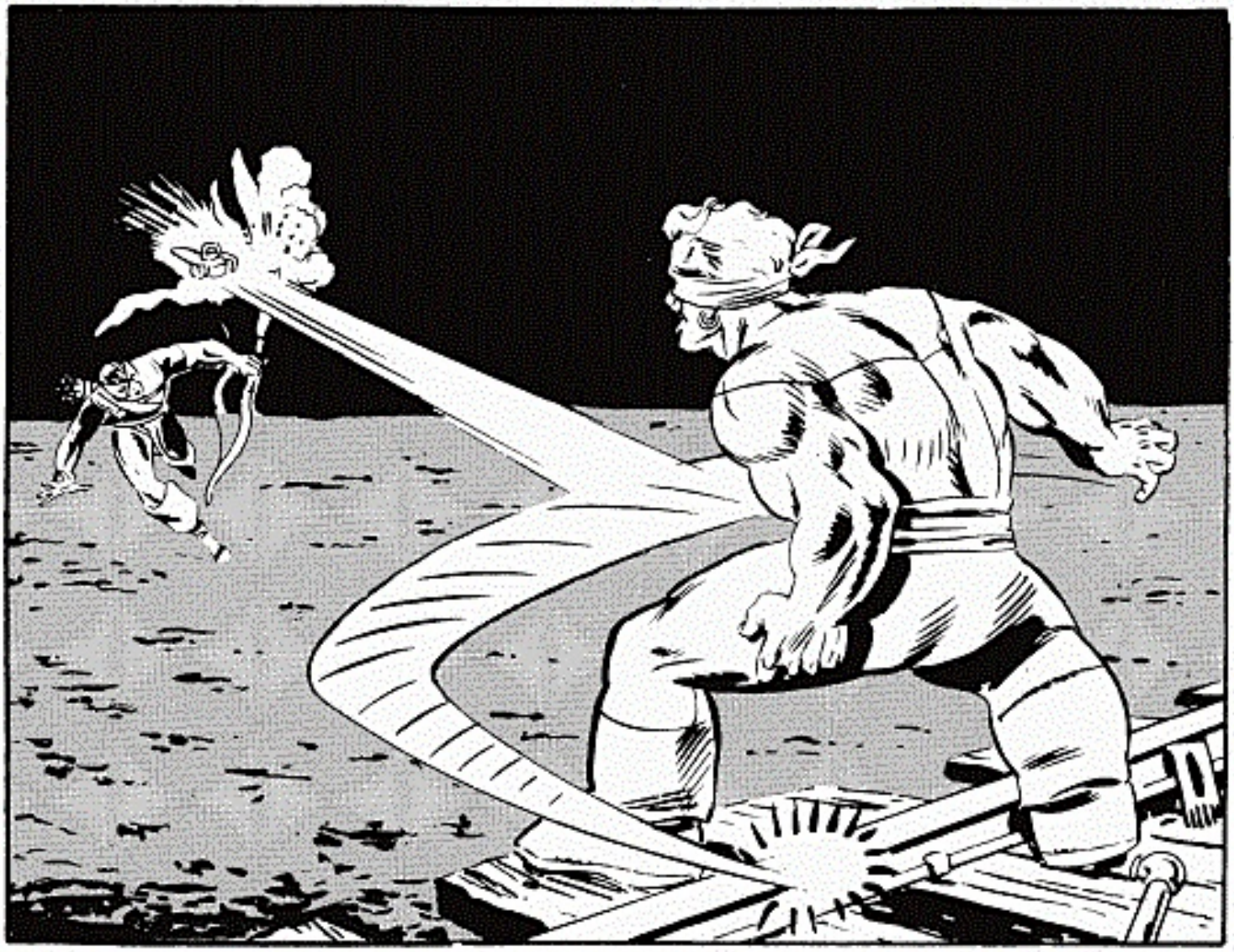
Design and manufacture of paraphernalia: Various

BIBLIOGRAPHY

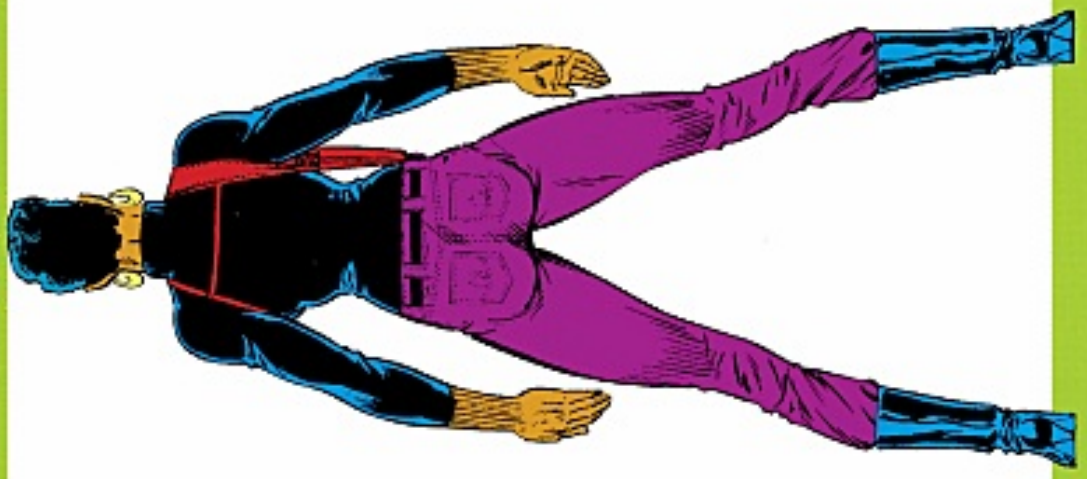
First appearance: CAPTAIN AMERICA #317

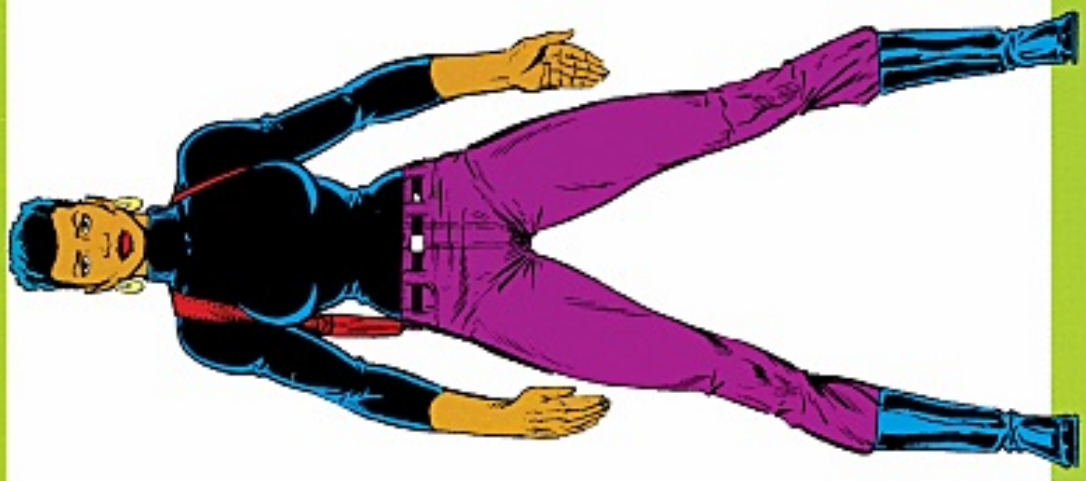
Origin issue: Knickknack's origin is as yet unrevealed.

Significant issues: CAPTAIN AMERICA #317 (hired along with other Death-Throws by Crossfire to free him from police custody, used Crossfire as bait in a trap for Hawkeye, battled Hawkeye and Captain America); AVENGERS SPOTLIGHT #23-25 (with Death-Throws, attacked Hawkeye in order to collect reward being paid by Crossfire to first person who delivers Hawkeye's arm, battled Hawkeye, Mockingbird, and Trickshot, threw dagger into Trickshot's chest)



KNIGHT, MISTY™





KNIGHT, MISTY

BIOGRAPHICAL DATA

Real name: Misty Knight
Other current aliases: None
Former aliases : Maya Corday
Dual identity: None
Current occupation: Private investigator
Former occupation: Policewoman
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Unrevealed, presumably United States
Marital status: Single
Known relatives: None
Known confidants: Danny Rand (alias Iron Fist), Colleen Wing, Rafael Scarfe, Jean Grey
Known allies: Colleen Wing, Iron Fist, Power Man II (Luke Cage), Rafael Scarfe, El Aguila, X-Men, Spider-Man, Sub-Mariner, Bob Diamond
Major enemies: Master Khan, John Bushmaster, Ward Meachum, Sabretooth, Super-Skrull, Nightshade, Constrictor, Emil Vachon
Usual base of operations: Nightwing Restorations, New York City
Former bases of operations: None known
Current group membership: Partner of Colleen Wing in Nightwing Restorations private investigations firm; Knight and Wing also known as the "Daughters of the Dragon"
Former group membership: Unrevealed
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 136 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: Bionic right arm, constructed from steel

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete (her bionic arm is superhumanly strong; however, since the rest of her body has not been bionically enhanced, she cannot use her bionic arm to lift weights heavier than those she could lift with her natural right arm.)
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, with police combat training and expertise in Oriental martial arts
Special skills and abilities: Excellent marksman with conventional firearms, superb detective skills
Superhuman physical powers: None, except for superhuman strength in bionic arm
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Bionic technology

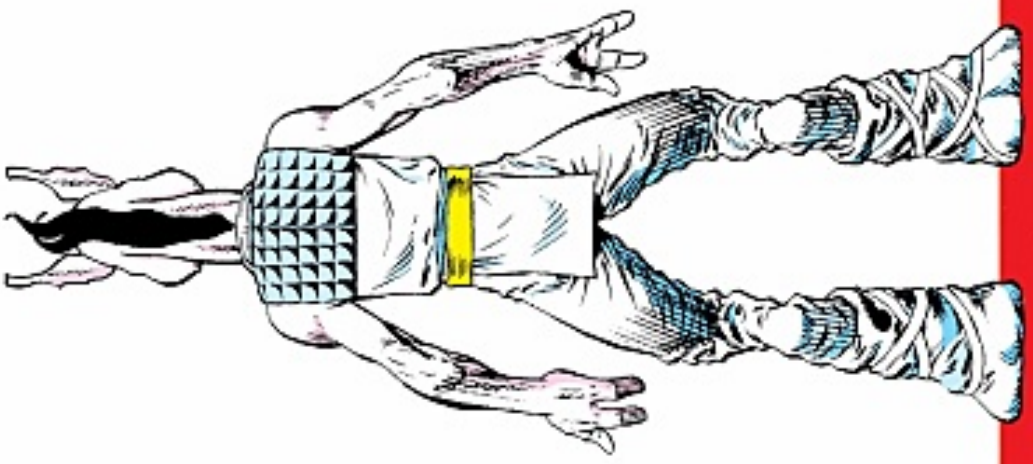
PARAPHERNALIA

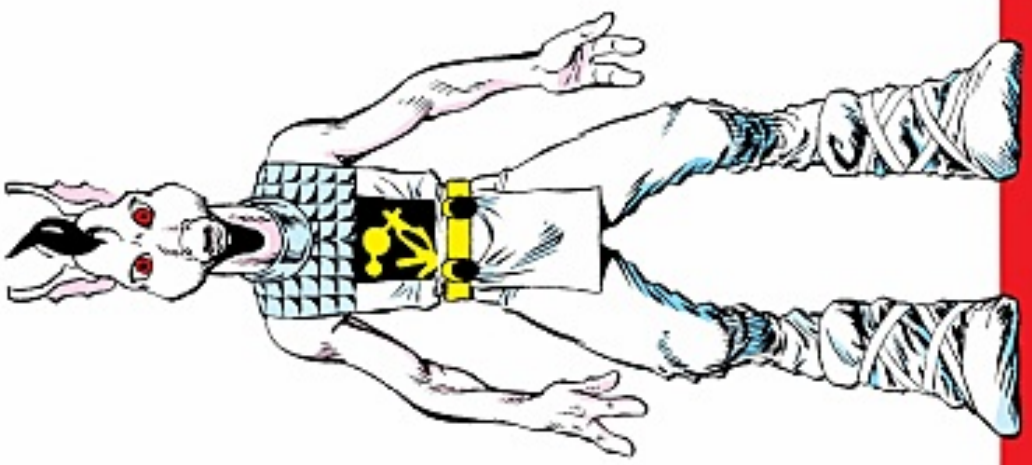
Costume specifications: Ordinary fabric
Personal weaponry: Various handguns, as needed
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: (designer of bionic arm) Stark International

BIBLIOGRAPHY

First appearance: (unnamed) MARVEL TEAM-UP #15, (named) MARVEL PREMIERE #1
Origin issue: IRON FIST #6
Significant issues: MARVEL TEAM-UP #1 (first encountered Spider-Man); MARVEL PREMIERE #15 (first encountered Iron Fist); X-MEN Vol.1 #102 (became roommate of Jean Grey); DEADLY HANDS OF KUNG FU #32-33 (teamed with Colleen Wing in fighting criminal Emil Vachon in Hong Kong area, saved Colleen Wing from attempted rape); IRON FIST #15 (conducted undercover work against crimelord John Bushmaster) MARVEL TEAM-UP #64 (aided Iron Fist, Spider-Man, and Colleen Wing against Davos, the Steel Serpent); POWER MAN #48 (first met and fought Luke Cage, Power Man); POWER MAN #49 (aided Iron Fist and Power Man in rescuing captives of John Bushmaster, procured videotape clearing Cage of crimes); POWER MAN AND IRON FIST #51-53 (captured and nearly killed by Nightshade); X-MEN #118-119 (helped X-Men, Colleen Wing, and Sunfire against Moses Magnum in Japan); POWER MAN AND IRON FIST #66 (fought Sabretooth); POWER MAN AND IRON FIST #78 (fought Constrictor and Sabretooth, rescued by El Aguila); POWER MAN AND IRON FIST #99 (escaped captivity, captured Ward Meachum); POWER MAN AND IRON FIST #117 (Colleen Wing temporarily broke off friendship with her due to latter's relationship with Tyrone King); POWER MAN AND IRON FIST #122 (rescued Iron Fist from drowning, reconciled with him, ended relationship with Tyrone King); POWER MAN AND IRON FIST #125 (learned of Iron Fist's apparent demise); NAMOR THE SUB-MARINER #8 (saw Super-Skrull impersonate Danny Rand on television); NAMOR THE SUB-MARINER #10 (confronted Super Skrull in his guise as Danny Rand); NAMOR THE SUB-MARINER #16-18 (went to Savage Land; learned that Super-Skrull was posing as Iron Fist; aided Namor and Namorita against Super-Skrull)

KOFI™





KOFI

BIOGRAPHICAL DATA

Real name: Lord Kofi Whitemane
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Student
Former occupation: None
Citizenship: Kymellian motherworld
Legal status: No criminal record
Place of birth: Kymellian motherworld
Marital status: Single
Known relatives: Lord Yrik Whitemane (father), Aelfyre "Whitey" Whitemane (cousin, deceased), Byrel Whitemane (great-uncle)
Known confidants: The members of Power Pack
Known allies: Power Pack
Major enemies: The exiled Snark Queen Maraud
Usual base of operations: New Kymellia
Former bases of operations: The artificial Kymellian mother world, New York City
Current group membership: Power Pack
Former group membership: None
Extent of education: Still attending Kymellian institute of learning, which is more advanced than equivalent Earth schools

PHYSICAL DESCRIPTION

Height: 5'
Weight: Unrevealed
Eyes: Pink
Hair: Black
Other distinguishing features: Like all Kymellians, Kofi has equine features and a nictating membrane over his eyes which allow him to see clearly underwater.

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal
Special skills and abilities: None
Superhuman physical powers: Self-teleportation for distances under one mile. Potential to teleport greater masses as well as control energy, mass, acceleration and gravity will manifest as he grows in age and experience
Superhuman mental powers: None
Special limitations: Not fully mature
Source of superhuman powers: Genetic mutation

PARAPHERNALIA

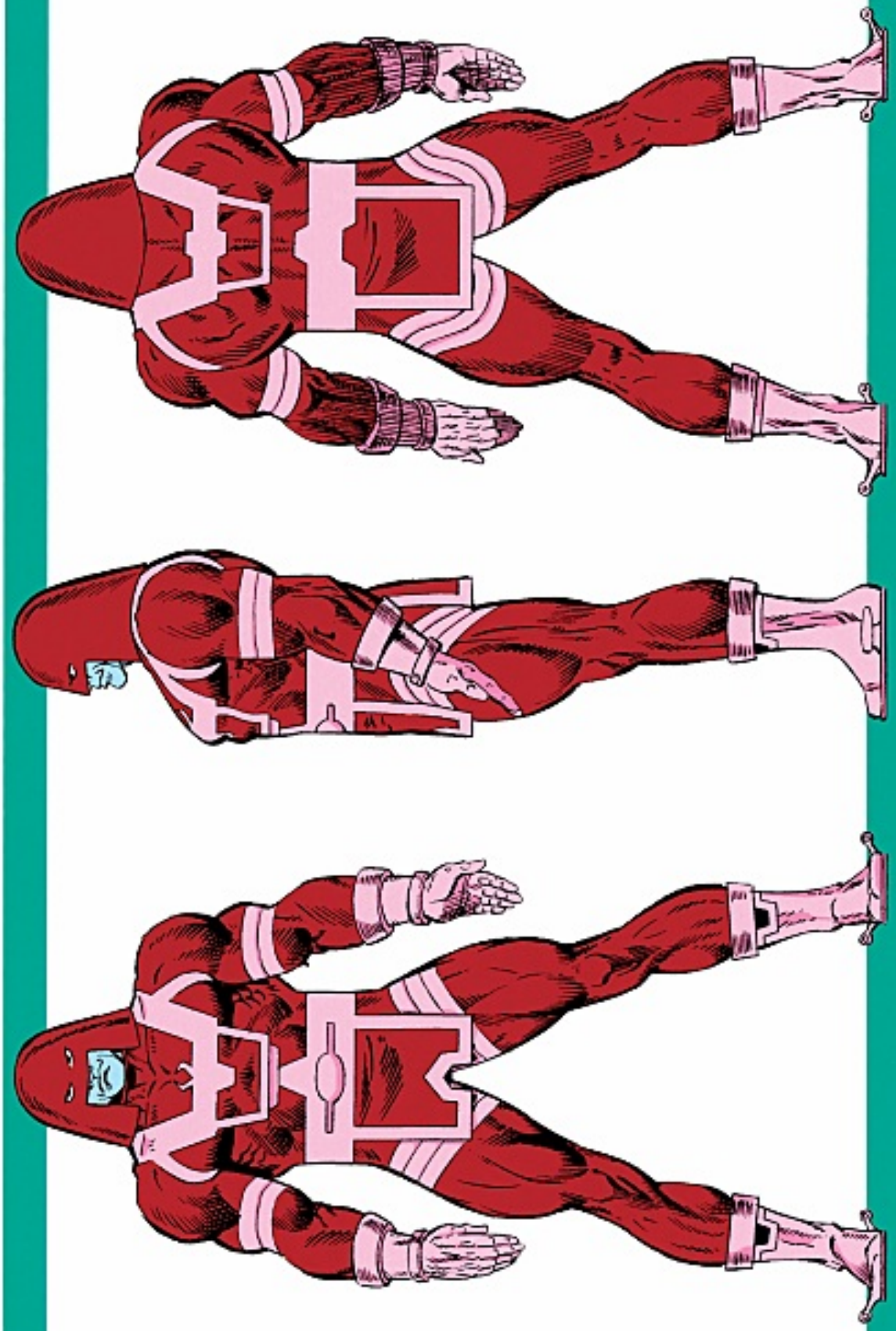
Costume specifications: Unstable molecules which can be stored and cleaned in the infra-spatial dimension known as "Elsewhere."

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: The smartship Friday
Design and manufacture of paraphernalia: The Kymellian race and the smartship Friday

BIBLIOGRAPHY

First appearance: POWER PACK #16
Origin issue: POWER PACK #16
Significant issues: POWER PACK #16-18 (warned Power Pack about the High Snark Jakal's plan to capture them; defeated and captured Jakal with the help of Power Pack; left Earth in the smartship Friday); POWER PACK #22-23 (taken prisoner, along with his father by the Snark Queen Maraud escaped from the Snarks with the help of Power Pack); POWER PACK #25-26 (saved Franklin Richards' life while escaping the exploding Friday, helped establish Emperor Bhadsha as peaceful ruler of the Snarks homeworld; reestablished relationship with his father); POWER PACK #28 (encountered the Fantastic Four and directed them to Franklin's whereabouts on Earth); POWER PACK #48,50-52 (stole a starship from his homeworld to seek Power Pack's help in saving the smartship Friday; learned Yrik had altered the brain patterns of Power Pack's parents; severely beaten by Maraud while unsuccessfully trying to save power Pack from Maraud's captivity; helped to establish new Kymellia, a homeworld for his people)

KORATH THE PURSUER™



KORATH THE PURSUER

BIOGRAPHICAL DATA

Real name: Korath-Thak
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Korath's existence.
Current occupation: Member of the Shi'ar Starforce
Former occupation: Cyber-geneticist, founder and head of the Pursuer Project to develop cybernetic warriors for the Kree militia, munitions manufacturing plant foreman, special operative of the Supreme Intelligence, member of the Kree Starforce
Citizenship: Former Kree Empire
Legal status: No criminal record in the former Kree Empire
Place of birth: An unnamed planet in the former Kree Empire
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: The Shi'ar Starforce (Deathbird, Shatterax, Ultimus), (former) the Supreme Intelligence, the Kree Starforce (Captain Atlas [deceased], Doctor Minerva [deceased], Ronan the Accuser, Shatterax, Supremor, Ultimus)
Major enemies: The Avengers, the Skrulls, (former) the Shi'ar, Lilandra, Deathbird, the Imperial Guard
Usual base of operations: The former Kree Empire
Former bases of operations: Planet Hala, Kree Empire
Current group membership: Shi'ar Starforce
Former group membership: Kree Starforce
Extent of education: Kree equivalent of a college degree in cybernetics and genetics

PHYSICAL DESCRIPTION

Height: 6'
Weight: 290 lbs.
Eyes: Blue
Hair: Unrevealed
Other distinguishing features: Blue skin

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Superhuman Class 10 (on Earth)
Speed: Enhanced human
Flight speed: Natural winged flight
Stamina: Superhuman
Durability: Superhuman
Agility: Peak human
Reflexes: Peak human
Fighting skills: Trained in martial skills of the ancient Kree, competent but relatively inexperienced armed and unarmed combatant
Special skills and abilities: Expert in cyber-genetic engineering
Superhuman physical powers: Aside from those listed above, none
Superhuman mental powers: Ability to psionically locate individuals by tracing

their brain patterns
Special limitations: Inability to breathe in Earth's atmosphere without special apparatus or breathing serum
Source of superhuman powers: Member of the alien Kree race, augmented by unknown experimental cyber-genetic engineering process

PARAPHERNALIA

Costume specifications: Armored battlesuit and helmet composed of unknown alien materials
Personal weaponry: Two 1 1/2 foot beta-batons which generate electrical force capable of stunning opponents into unconsciousness on contact or disrupting function of electrical devices (by adjusting the batons, Korath can stun beings as powerful as Eternals or even intangible beings)
Special weaponry: None
Other accessories: None
Transportation: Flight via electrically powered turbines in his boots, Shi'ar starships, (formerly) Kree starships
Design and manufacture of paraphernalia: Unnamed Kree craftsmen and technicians

BIBLIOGRAPHY

First appearance: QUASAR #32
Origin issue: QUASAR #32
Significant issues: QUASAR #32 (used cyber-genetic technology of his own design to gain superhuman powers); CAPTAIN AMERICA #399 (first met Shatterax, Ultimus, and Supremor; at behest of Supremor, attacked the Avengers force on Hala, battled Captain America); AVENGERS #346 (alongside Kree Starforce, battled the Avengers on Hala, witnessed the assassination of Ael-Dan and Dar-Benn by Deathbird and the return to power of the Supreme Intelligence); THOR #446 (alongside Kree Starforce, held captive in Shi'ar stasis-ray, witnessed battle between Avengers force, defeated by the Scarlet Witch and Astra); AVENGERS WEST COAST #82 (alongside Kree Starforce, arrived in Shi'ar Empire to assassinate Lilandra, battled another contingent of Avengers and Shi'ar Imperial Guard); AVENGERS #347 (returned to Hala alongside Lilandra, Starforce, and Imperial Guard after detonation of the nega-bomb to help Kree rebuild under Shi'ar rule); QUASAR #35 (alongside Shi'ar Starforce and Deathbird, attacked Quasar, Her [Kismet], and Makkari on Hala for violating Shi'ar airspace)

KORVAC™

KORVAC

BIOGRAPHICAL DATA

Real name: Michael Korvac
Aliases at time of death: None
Former aliases: The Enemy, Jaboa Murphy
Dual identity: Secret to the general populace of "mainstream" present-day Earth.
Current occupation: (current incarnation) Inapplicable
Former occupation: (previous incarnation) Computer technician, would-be universal conqueror
Citizenship: Luna (Earth's moon) in the alternate future of the Guardians of the Galaxy
Legal status: No criminal record; no legal status in present-day "mainstream" reality
Place of birth: Blue Area of Earth's moon in 2977 AD in the alternate future of the Guardians of the Galaxy
Place of death: (previous incarnation) Forest Hills Gardens, Queens, New York in the 20th Century of "mainstream" reality Earth
Cause of death: (previous incarnation) Suicide through act of will
Marital status: Single
Known relatives: Jordan Korvac (father), Myra Korvac (mother), Jaboa Murphy, Varley (first name unrevealed), Marshach, Kareela (ancestors)
Known confidants: (previous incarnation) Carina Walters, (current incarnation) Myra Korvac
Known allies: Minions of Menace (Brahl, Dumog, Grott the Manslayer, Teju, Tork), (former) the Badoon
Major enemies: Guardians of the Galaxy, the Avengers, Fantastic Four, Thor, Galactus, Krugarr, the Defenders, the Badoon
Usual base of operations: (current incarnation) Blue Area of Earth's moon
Former base of operations: (previous incarnation) Earth, Moord (the Badoon throneworld), an unnamed planetoid in the 31st Century of the alternate future of the Guardians of the Galaxy; Forest Hills Gardens, Queens, New York in the 20th Century of "mainstream" reality Earth
Group membership at time of death: None
Former group membership: Leader of the Minions of Menace
Extent of education: (current incarnation in 2977 AD) None

PHYSICAL DESCRIPTION

Height: (as adult in fully human form) 6' 3"
Weight: (as adult in fully human form) 230 lbs.
Eyes: Blue
Hair: Blond
Other distinguishing features: The Badoon amputated the lower half of Korvac's body and grafted the remaining half to a mobile computer module, turning him into a cyborg. Upon stealing cosmic power from Galactus's worldship, Korvac created a perfect, fully human body for himself.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: (in ultimate adult form) Superhuman Class 100
Speed: (in ultimate adult form) Unrevealed
Stamina: (in ultimate adult form) Immeasurable
Durability: (in ultimate adult form) Godlike
Agility: (in ultimate adult form) Unrevealed
Reflexes: (in ultimate adult form) Unrevealed
Fighting skills: Formidable hand-to-hand combatant, no known unarmed combat training, relies on superhuman powers
Special skills and abilities: Brilliant computer scientist, master combat strategist
Superhuman physical powers: In his cyborg form Korvac possessed the ability to tap and synthesize any form of energy. Aside from the above listed attributes, Korvac, in his ultimate adult form, possessed cosmic power on a vast scale. Among the multitude of ways in which he could manifest his powers were resuscitation of life force, time travel, and long-range energy bombardment. Capable of absorbing power from any source, including the abilities of his foes, Korvac had the potential for infinite power.
Superhuman mental powers: In his ultimate adult form Korvac possessed vast psionic powers, including telepathy, astral projection, and telekinesis
Special limitations: Even in his ultimate form Korvac was not absolutely invulnerable and feared obliteration by the Ultimate Nullifier.
Source of superhuman powers: Siphoning cosmic energy from Galactus's worldship

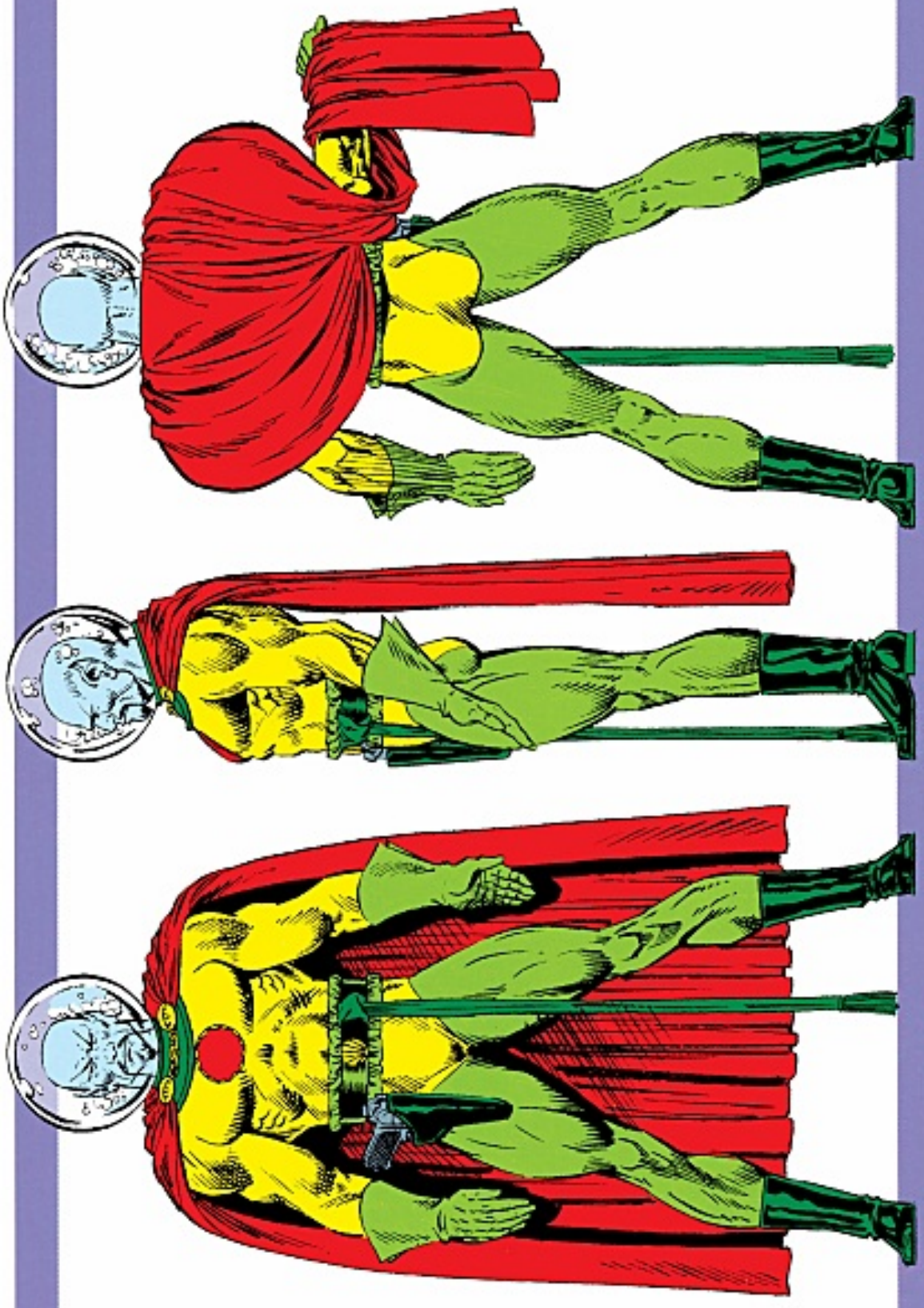
PARAPHERNALIA

Costume specifications: Conventional fabrics
Personal weaponry: None
Special weaponry: As a cyborg, Korvac concealed various advanced weaponry within the mechanical module grafted to his body
Other accessories: Various as needed
Transportation: Teleportation through time and space using energies stolen from the Grandmaster and Galactus's worldship
Design and manufacture of paraphernalia: (cyborg parts) the Badoon, (other weaponry and devices) Michael Korvac

BIBLIOGRAPHY

First appearance: GIANT-SIZE DEFENDERS #3
Origin issue: THOR ANNUAL #6, AVENGERS #175, GUARDIANS OF THE GALAXY ANNUAL #1
Significant issues: GIANT-SIZE DEFENDERS #3(utilized by the Grandmaster as a pawn in battle against the Defenders); THOR ANNUAL #6 (recruited the Minions of Menace, attempted to cause Earth's sun to nova, defeated by Thor and Guardians)

KRANG™



KRANG

BIOGRAPHICAL DATA

Real name: Krang
Other current aliases: None
Former aliases: Warlord Krang
Dual identity: None; Krang's existence is known to few surface-dwellers
Current occupation: Professional criminal
Former occupation: Warlord of Atlantis, usurper of the throne of Atlantis, head of Major Motion Pictures studio
Citizenship: Atlantis (exiled)
Legal status: Criminal record for treason in Atlantis
Place of birth: Atlantis City, Atlantis, Atlantic Ocean
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Attuma, Byrrah, Dr. Lemuel Dorcas (deceased), Puppet Master, Behemoth, Orka, Serpent Squad I (Viper II, Cobra, Eel I [deceased]), (former) Ghaur, Llyra
Major enemies: Namor the Sub-Mariner, Captain America (as Nomad I), Tiger Shark, Doctor Doom, Iron Man II, She-Hulk
Usual base of operations: Mobile throughout the Atlantic Ocean and Eastern seaboard
Former bases of operations: Atlantis City, Atlantis, Atlantic Ocean; Major Motion Pictures studio, Hollywood, California
Current group membership: None
Former group membership: Atlantean militia; warlord of Atlantean army; Serpent Squad I; leader of a band of Atlantean mercenaries
Extent of education: High school graduate (Atlantean equivalent)

PHYSICAL DESCRIPTION

Height: 6'
Weight: 290 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: Pointed ears and blue skin, indicative of *Homo mermanus*.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced
Water speed: Enhanced human
Stamina: Enhanced human, (on land) Athlete
Durability: Enhanced human
Agility: Enhanced human, (on land) Athlete
Reflexes: Enhanced human, (on land) Athlete
Fighting skills: Atlantean military training in unarmed combat, mastery of most Atlantean weapons
Special skills and abilities: Master planner and strategist, skilled leader
Superhuman physical powers: Aside from the above listed attributes, Krang has the ability to survive underwater for indefi-

nite periods, ability to see clearly in the murky depths
Superhuman-mental powers: None
Special limitations: Cannot survive out of water for more than 9 minutes without artificial aid
Source of superhuman powers: Member of the evolutionary offshoot of the human race known as *Homo mermanus*

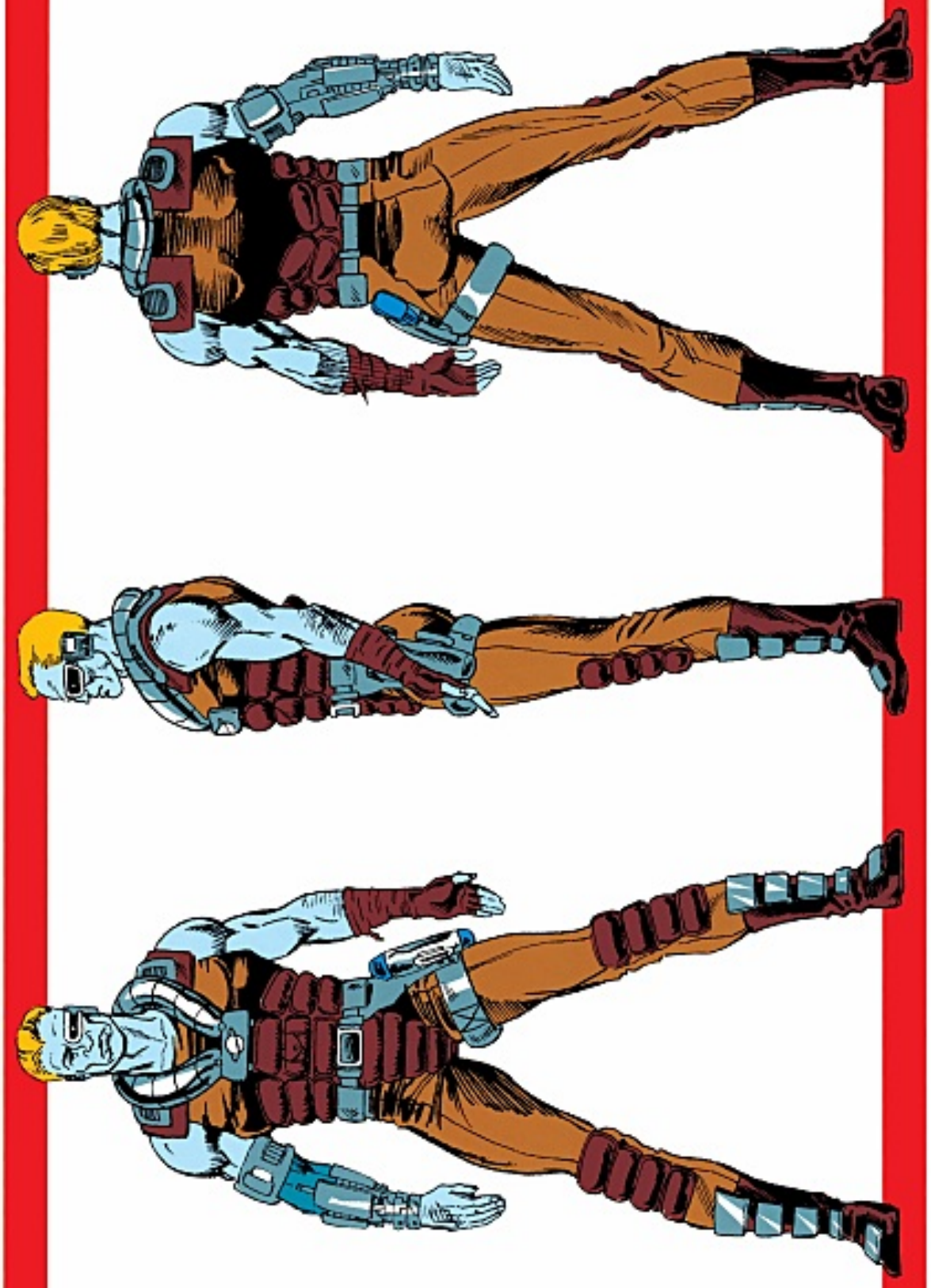
PARAPHERNALIA

Costume specifications: Conventional Atlantean military attire over body armor of an unspecified composition.
Personal weaponry: Sword, standard Atlantean pistol firing bursts of concussive force
Special weaponry: Specially-designed battle helmet, body armor over electro-repellent chest-shield, forged steel gauntlets equipped with electronic knuckles
Other accessories: A water-filled breathing helmet for operating on land, formerly used a chemical potion which altered the color of his skin from blue to pink and allowed him to breathe out of water
Transportation: Swimming under own power or various underwater craft
Design and manufacture of paraphernalia: Unidentified Atlantean scientists, technicians, and armorers

BIBLIOGRAPHY

First appearance: FANTASTIC FOUR ANNUAL #1
Origin issue: Krang's origin is as yet unrevealed.
Significant issues: FANTASTIC FOUR ANNUAL #1 (engagement to Lady Dorma broken by her in favor of Namor the Sub-Mariner, served as warlord during Atlantean invasion of New York); DAREDEVIL #7 (in Namor's absence, staged a military coup of Atlantis); TALES TO ASTONISH #70-76 (imprisoned Namor, who escaped and began quest for Neptune's trident; plotted conquest of surface world, ruled Atlantis as despot, put down revolt against his rule, defeated in personal combat by Namor on his return, exiled from Atlantis); TALES TO ASTONISH #79-82/TALES OF SUSPENSE #79-80 (through Puppet Master, set the Behemoth against Namor; tricked Dorma into renewing their engagement and accompanying him to the surface; fomented battle between Namor and Iron Man I); TALES TO ASTONISH #83-87 (battled Namor, inflicted him with temporary amnesia, used Atlantean technology to create tidal wave in Manhattan, recaptured by recovered Namor, defeated by Namor in personal combat, imprisoned); TALES TO ASTONISH #91 (freed by Byrrah, formed alliance with Byrrah and Attuma, fled Atlantis when Byrrah's scheme failed)

KREE™



KREE

HOME WORLD

Origin World: Hala, Pama System, Greater Magellanic Cloud
Habitat: Temperate, .71 covered by water
Gravity: 1.35 Earth
Atmosphere: .75 nitrogen, .22 oxygen, .02 carbon dioxide, .01 rare gases
Note: The Kree Empire extended throughout nearly a thousand worlds in the northwestern lobe (Earth reference) of the Greater Magellanic Cloud with outposts in other galaxies. Previous texts have referred to the capital of the Kree Empire and center of its government as the planet Kree-Lar in the Turinal system. Recent texts state the imperial capital Kree-Lar is actually a city on the planet Hala.

PHYSICAL CHARACTERISTICS

Type: Humanoid
Eyes: Two
Fingers: Five, including opposable thumb
Skin color: The original Kree and their "purebred" descendants have light blue skin, but a second, pink-skinned race of Kree emerged over millennia. Although the pink-skinned Kree are in the majority, it is the blue-skinned Kree who dominate their society
Average height: 5' 9" (range 5' 4" to 7' 5")
Special adaptations: The Kree have adapted to living in Hala's gravity and atmosphere. Under Earth's lesser gravity their strength and speed increase. However, they cannot breathe in Earth's atmosphere without using a chemical, "breathing formula", or artificial life-support devices. (Oddly, Earth humans who have visited Kree-Lar seem unaffected by its higher gravity and nitrogen-rich atmosphere.)
Unusual physical characteristics: The Kree had reached an evolutionary dead end until the recent detonation of the Shi'ar's "nega-bomb," which induced widespread mutation among the Kree survivors.
Superhumanoid powers: None besides those listed below, although the Kree race has produced individual superhumanoid beings, either through natural mutation, genetic engineering, or cyborg technology, including Captain Mar-Vell, Ultimus, Shatterstar I, Shatterax, Korath, and others
Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human

SOCIETY

Population: In excess of 30 billion prior to nega-bomb detonation. The Kree lost an alleged 98% of their population after the nega-bomb detonated
Government: (under Supreme Intelligence) Military-technocratic dictatorship;

(under Clumsy Foulup) Monarchy; (under Ael-Dan and Dar-Benn) Military dictatorship

Technology level: Advanced warp-drive starships, advanced robotics, cyborg, and cybernetic technology, advanced genetic engineering, psionic technology (Psyche-Magnetron) advanced energy weaponry (Uni-beam), nuclear power and weapons

Cultural traits: Imperialistic, militaristic

Leaders: Supreme Intelligence (former leader), Clumsy Foulup (emperor, deceased), Nenora (empress, deposed), Zarek (renegade prime minister), Ael-Dan (general, military dictator, deceased), Dar-Ben (general, military dictator, deceased), Phae-Dor (councillor, head of the Science Council), Tus-Katt (coordinator for Supreme Intelligence), Morag (ancient tribal leader, deceased)

Note: Clumsy Foulup and Nenora were not members of the Kree race. The Kree Empire is currently ruled by Shi'ar Princess-Majestrix Lilandra through her viceroy Deathbird.

Names of other representatives: Captain Mar-Vell (starship officer, spy, adventurer, deceased), Una (military medic, deceased), Colonel Yon-Rogg (starship officer, deceased), Doctor Minerva (scientist, special imperial operative), Captain Atlas (Att-Lass, military officer, special imperial operative), Korath the Pursuer (scientist, special imperial operative), Shatteraxe (special imperial operative), Ultimus (Kree Eternal, special imperial operative), Fer-Porr (member of Lunatic Legion), Sro-Himm (member of Lunatic Legion), Bel-Dann (colonel), Bun-Dall (aide to Supreme Intelligence), Mac-Ronn (scientist), Falzon (scientist), Shatterstar I (Arides, superhumanoid agent), Dwi-Zann (general, aide to Clumsy Foulup, deceased), Kar-Sagg (scientist), Kaer-Linn (roboticist , deceased), Pap-Tonn (scientist)

Major allies: None

Major enemies: The Skrulls, the Shi'ar, the Cotati, the Fantastic Four, the Avengers, Silver Surfer, the Inhumans, Ms. Marvel I

Note: The late Captain Mar-Vell opposed the Supreme Intelligence, Ronan, Zarek, and Yon-Rogg but had no quarrel with the Kree people.

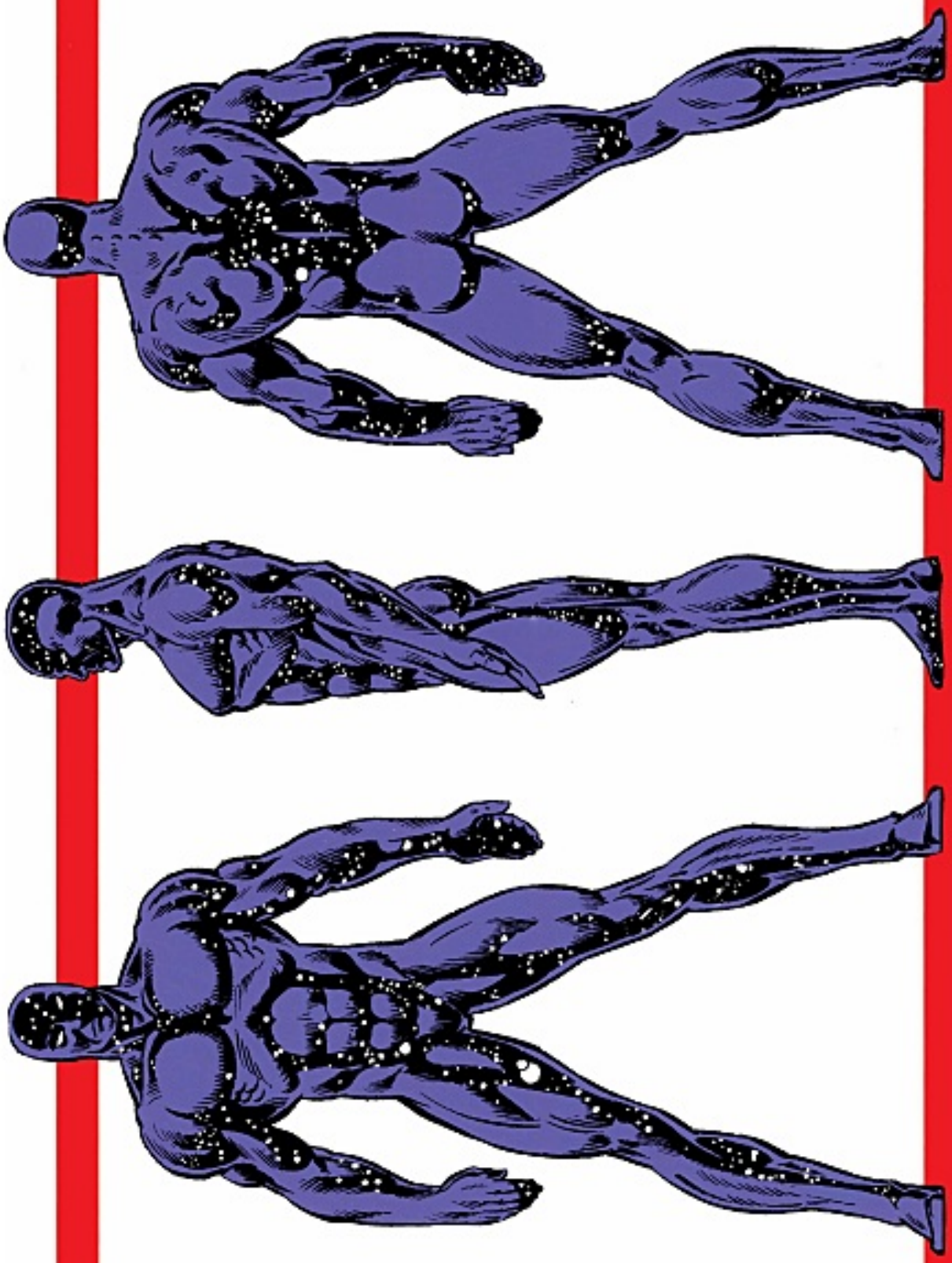
BIBLIOGRAPHY

First appearance: (first mentioned) FANTASTIC FOUR #64, (first actual appearance) FANTASTIC FOUR #65

Origin issue: AVENGERS #133-135

Significant issues: FANTASTIC FOUR #64 (Fantastic Four first battled Kree Sentry); FANTASTIC FOUR #65 (Supreme Intelligence sent Ronan to Earth to punish Fantastic Four, latter defeated Ronan); THOR #147 (revealed that Kree were responsible for Inhumans advanced genetic development); AVENGERS #91-97 (first war with the Skrulls revealed; conflict ended by Rick Jones and Kree Supreme Intelligence)

KRONOS™



KRONOS

BIOGRAPHICAL DATA

Real name: Kronos
Other current aliases: Chronos
Former aliases : None
Dual identity: None
Current occupation: Philosopher
Former occupation: Scientist
Citizenship: None
Legal status: None
Place of birth: City of Titanos, northern Asia
Marital status: Single
Known relatives: Diana (wife), Zuras, Alars (sons), Eros, Thanos (grandsons), Sui-San (daughter-in-law, deceased)
Known confidants: None
Known allies: Alars (alias Mentor), Drax the Destroyer
Major enemies: Thanos
Usual base of operations: None
Former bases of operations: Vicinity of Saturn's moon Titan
Current group membership: None
Former group membership: The Eternals of Earth
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: Expanding (now millions of miles)
Weight: negligible
Eyes: Inapplicable
Hair: Inapplicable
Other distinguishing features: Kronos is a disembodied intellect whose insubstantial form is constantly expanding into infinite space; he has occasionally manifested as an image of a huge, hairless and genderless humanoid

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Inapplicable
Speed: Inapplicable
Stamina: Inapplicable
Durability: Totally indestructible
Agility: Inapplicable
Reflexes: Inapplicable
Fighting skills: None
Special skills and abilities: Unrevealed
Superhuman physical powers: Kronos possesses cosmic power on a level incomprehensible to human beings. He has been observed to have the power to create artificial beings from inanimate matter, and to have the power to have power over the disembodied life essences ("souls") of mortals; he is also known to have cosmic senses and perceptions far beyond those of any mortal being. Due to his inexhaustible cosmic life force, Kronos is immune to any type of injury, and may in fact be immortal.
Superhuman mental powers: Kronos's mental powers have yet to be catalogued, although he is known to possess telepathic and psychokinetic abilities, as well as range of non-human cosmic perceptions.
Special limitations: None
Source of superhuman powers: Exponential augmentation of the cosmic

life force common to the race of superhumans known as the Eternals.

PARAPHERNALIA

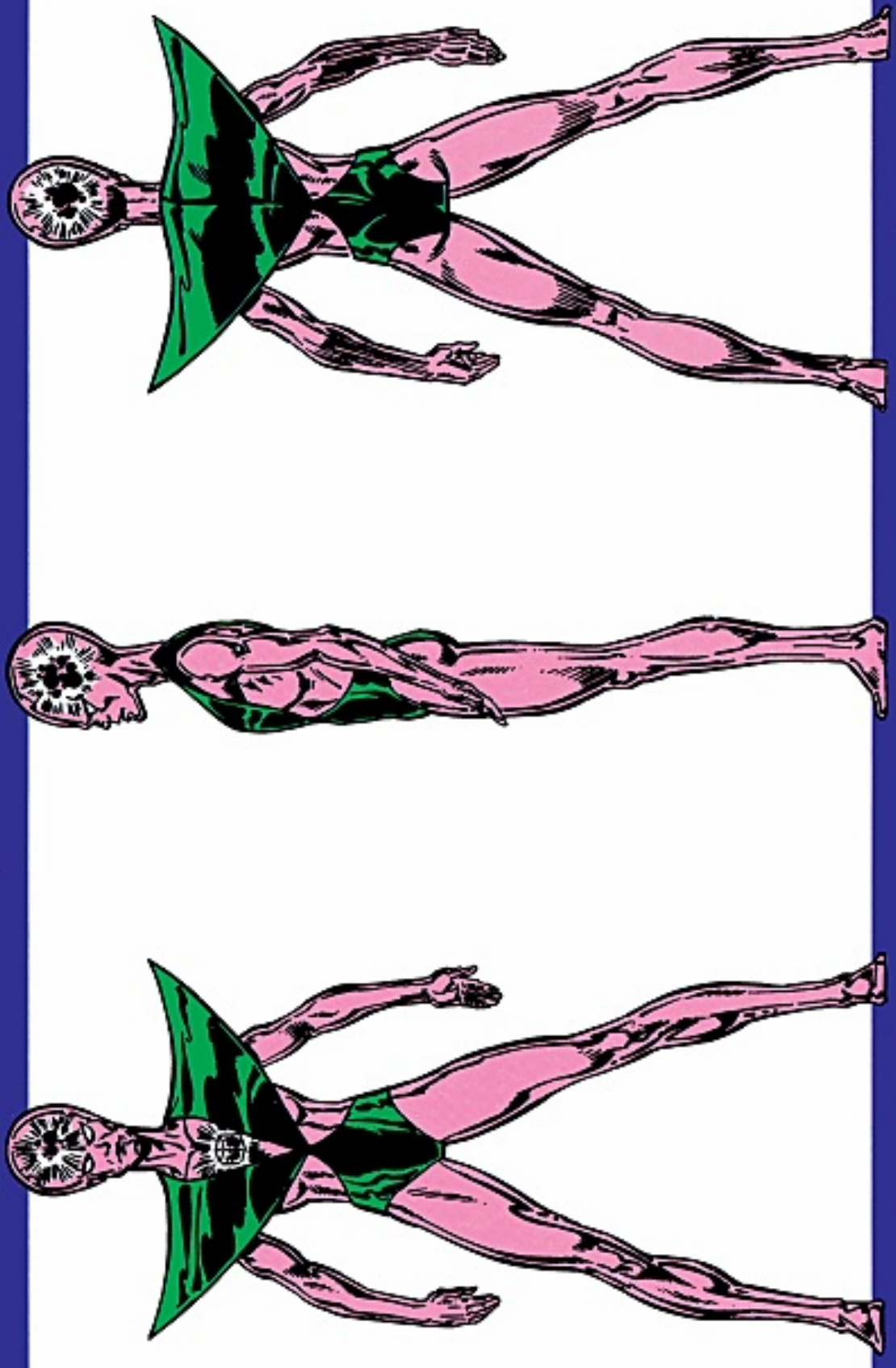
Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Kronos does not travel
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: IRON MAN #55
Origin issue: CAPTAIN MARVEL #29

Significant issues: IRON MAN #55 (created Drax the Destroyer in response to Mentor's plea that he aid Titan against Thanos); CAPTAIN MARVEL #31 (imprisoned by Thanos); QUASAR #19 (encountered the disembodied spirit of Maelstrom; Inadvertantly planted the seed of ambition in Maelstrom which led to his attempt to cause the collapse of the universe, revealed his purpose to be attempting to contact the spatial aspect of the universe, Infinity); QUASAR #25 (glimpsed Infinity when she invisibly manifested on Earth); INFINITY GAUNTLET #3 (among assembled cosmic beings gathered bt Quasar to ponder action against Thanos)

KUBIK™



KUBIK

BIOGRAPHICAL DATA

Real name: Kubik
Other current aliases: None
Former aliases: The Cosmic Cube
Dual identity: None; the general populace of Earth is unaware of Kubik's existence
Current occupation: Explorer, philosopher
Former occupation: Inanimate object of power
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: An unspecified laboratory of the subversive organization Advanced Idea Mechanics
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: The Shaper of Worlds, Kosmos
Known allies: The Aquarian, Captain America
Major enemies: The Red Skull, Thanos, the Beyonder
Usual base of operations: Mobile throughout the Milky Way Galaxy
Former bases of operations: Planet Earth
Current group membership: None
Former group membership: None
Extent of education: Pupil of The Shaper of Worlds

PHYSICAL DESCRIPTION

Height: Variable
Weight: Variable
Eyes: White
Hair: None
Other distinguishing features: Kubik's chest radiates a small holographic representation of a Cosmic Cube

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Unrevealed
Speed: Beyond light speed
Stamina: Immeasurable
Durability: Totally Indestructible
Agility: Unrevealed
Reflexes: Unrevealed
Fighting skills: None
Special skills and abilities: Vast knowledge of space and time
Superhuman physical powers: Ability to manipulate reality without apparent limit. Reality remains restructured until Kubik consciously alters it; reality does not revert to an unaffected state after any time interval or in the event Kubik were to lose consciousness.
Superhuman mental powers: Telepathy
Special limitations: None
Source of superhuman powers: Extra-dimensional energy

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None

Other accessories: None
Transportation: Interdimensional teleportation, ability to traverse warp

space for faster-than-light travel

Design and manufacture of paraphernalia: Inapplicable

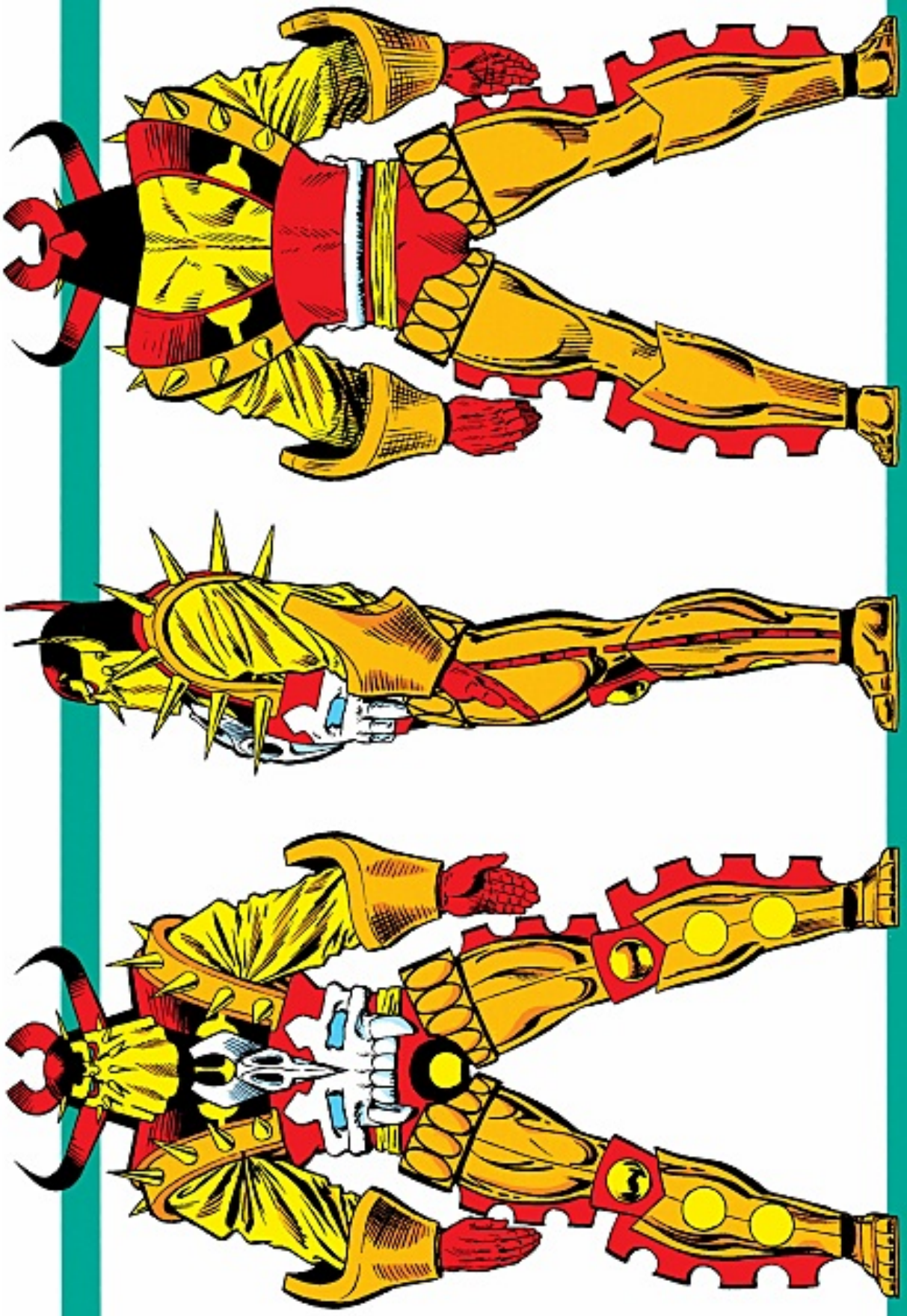
BIBLIOGRAPHY

First appearance: (as Cosmic Cube) TALES OF SUSPENSE #79, (as Kubik) AVENGERS #289

Origin issue: CAPTAIN AMERICA ANNUAL #7

Significant issues: TALES OF SUSPENSE #79-81 (the Red Skull acquired the Cosmic Cube from AIM, battled Captain America, had the Cube knocked from his grasp); CAPTAIN AMERICA #115-120 (Cube reacquired by the Red Skull, used to exchange bodies with Captain America, Modok teleported from Skull's hand); CAPTAIN MARVEL #28-33 (Cube found, employed by Thanos to become god-like in power. Captain Mar-Vell broke Thanos's hold on it by striking it); MARVEL TWO-IN-ONE #42-43 (Cube recovered by SHIELD, brought to Project: Pegasus. Wundarr employed to examine its power. Cube stolen by Victorius, used to create Jude the Entropic Man, returned to Project: Pegasus by Captain America and the Thing); MARVEL TWO-IN-ONE #57-58 (Cube transformed Wundarr into the Aquarian); MARVEL TEAM-UP ANNUAL #5 (power of Cosmic Cube wielded by Dr. Strange, Scarlet Witch, Spider-Man, and the Thing to vanquish original Serpent Crown from all realities); CAPTAIN AMERICA ANNUAL #7 (Cosmic Cube used by AIM leader Bernard Worrel to battle Captain America and the Aquarian, Cube hatched, achieved sentience, became student of the Shaper of Worlds); AVENGERS #289-290 (appeared on Earth in transitional humanoid form, opposed the Supreme Adaptoid who replicated its form and power); FANTASTIC FOUR #319 (appeared in current form, battled renegade Beyonder, helped neutralize him); FANTASTIC FOUR ANNUAL #23 (accepted Kosmos as pupil, toured the Universe)

KURSE™



KURSE

BIOGRAPHICAL DATA

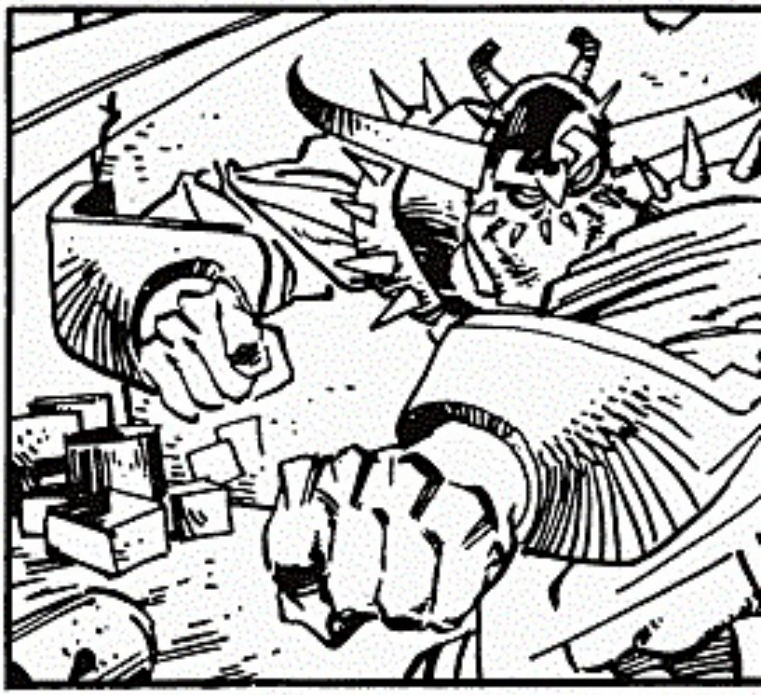
Real name: Kurse (formerly Algrim)
Other current aliases: None
Former aliases : None
Dual identity: None
Current occupation: Seeker of vengeance
Former occupation: Servant of Malekith the Accursed
Citizenship: Svartalfheim, Asgard
Legal status: Unrevealed
Place of birth: Svartalfheim
Marital status: Unrevealed, presumed single
Known relatives: None
Known confidants: None
Known allies: The dark elves of Svartalfheim
Major enemies: Malekith, Thor
Usual base of operations: Mobile
Former bases of operations: Svartalfheim
Current group membership: None
Former group membership: Dark Elves of Svartalfheim
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7'
Weight: 840 lbs.
Eyes: Yellow
Hair: None
Other distinguishing features: Kurse's armor is now unremovable.

POWERS AND ABILITIES

Intelligence: Below normal
Strength: (originally) Superhuman Class 100, (currently) Incalculable
Speed: Enhanced human
Stamina: Immeasurable
Durability: Demi-godlike
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Prior to his transformation into Kurse, Algrim possessed all the usual warrior skills of a Dark Elf; since his transformation, he appears to have lost all but the most basic hand-to-hand skills
Special skills and abilities: None
Superhuman physical powers: In addition to the physical attributes listed above, Kurse can survive in such hostile



environments as the ocean floor, and apparently no longer needs to breathe.
Superhuman mental powers: The ability to sense the presence of his enemies, even across the distances as great as continents
Special limitations: Like all Dark Elves, vulnerability to iron. A blow from an iron weapon can harm him, whereas an equally strong blow from a different substance would have no effect on him at all.
Source of superhuman powers: Massive augmentation of the normal attributes of a dark elf of Svartalfheim by the being known as the Beyonder

PARAPHERNALIA

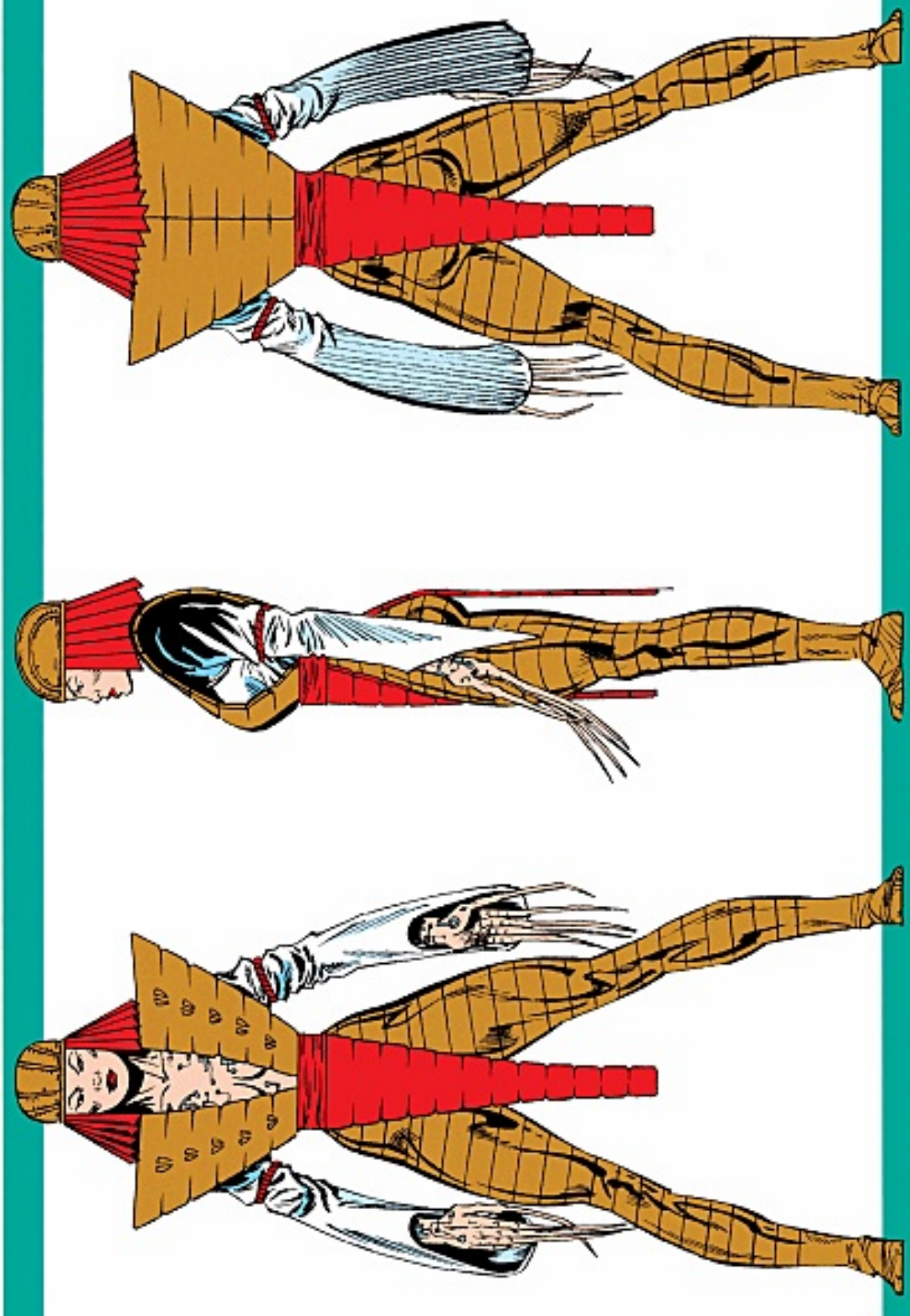
Costume specifications: Alien materials that are a living part of his body

Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Various
Design and manufacture of paraphernalia: The Beyonder

BIBLIOGRAPHY

First appearance: (as Algrim) THOR #347, (as Kurse) SECRET WARS II #4
Origin issue: (as Kurse) SECRET WARS II #4
Significant issues: THOR #347 (as Algrim the Strong, ordered to battle Thor by Malekith, who then attempted to destroy both combatants by plunging them into a pool of magma); SECRET WARS II #4, 6 (revealed to have survived plunge into lava, although shock had wiped out his memories except for his obsessive desire to gain revenge on Thor; encountered Beyonder, who restored him to health and transformed into a being with the physical power to destroy Thor; Beyonder transported him to Earth to battle Thor; mistook Beta Ray Bill for Thor; battled Beta Ray Bill); POWER PACK #18 (battled Power Pack); THOR #363 (battled Thor; strength further enhanced by Beyonder; regained memory of betrayal by Malekith; transported back to Asgard by Beyonder); THOR #367-368 (killed Malekith, who at that time was masquerading as Balder the Brave; having gained vengeance, Kurse became docile and childlike)

LADY DEATHSTRIKE™



LADY DEATHSTRIKE

BIOGRAPHICAL DATA

Real name: Yuriko Oyama
Other current aliases: None
Former aliases: None
Dual identity: Secret
Current occupation: Professional criminal; samurai warrior
Former occupation: Member of the Reavers
Citizenship: Japan
Legal status: Criminal record in Canada
Place of birth: Osaka, Japan
Marital status: Single
Known relatives: Kenju Oyama (Lord Dark Wind (father, deceased), two unnamed brothers (deceased))
Known confidants: Kira (deceased)
Known allies: Spiral, (former) Daredevil, the Reavers (Donald Pierce [deceased], Cole, Macon, Reese, Pretty Boy, Bonebreaker, Skullbuster [deceased], Cylia)
Major enemies: Wolverine, Guardian II, the X-Men, Freedom Force, (former) Lord Dark Wind (deceased), Ronald Parvenue
Usual base of operations: Mobile
Former bases of operations: The Reaver's Australian headquarters; an Island off the coast of Japan
Current group membership: None
Former group membership: The Reavers
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 128 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: The left side of Yuriko Oyama's face was scarred in a ritual design by her father; this was apparently surgically repaired when she became a cyborg. As Lady Deathstrike, she has five Adamantium claws replacing the fingers on each hand. Her cyborg nature is further evidenced by the wiring and circuitry visible at points along her body.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Superhuman
Durability: (human parts) Athlete, (bionic parts) Superhuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Skilled martial artist, expert in the art of Kenjutsu and other samurai warrior skills
Special skills and abilities: Fluent in both English and Japanese; accomplished pilot of various air and seacraft
Superhuman physical powers: Aside from the above listed attributes, Lady Deathstrike's skeleton has been artificially laced with molecules of Adamantium, rendering his bones virtually unbreakable. She has also been equipped with five

one-foot long Adamantium claws replacing each finger of each hand which can telescope to about twice that length.
Superhuman mental powers: The ability to interface with computers, allowing direct data access to her brain's memory centers
Special limitations: Mental instability, Lady Deathstrike is a psychologically unbalanced fanatic, a condition worsened by her transformation into a cyborg.
Source of superhuman powers: Transformed into a cyborg by Spiral and the "Body Shop" using alien technology of Mojo's dimension; with modifications by Donald Pierce

PARAPHERNALIA

Costume specifications: Synthetic stretch and ordinary fabric with a modified traditional Japanese battlearmor
Personal weaponry: A five-foot electromagnetically tempered steel katana
Special weaponry: Shuriken (throwing stars), nunchakus, a high-powered long-range blaster firing armor-piercing explosive bullets
Other accessories: Wrist-bands containing adamantium detectors
Transportation: Formerly, teleportation via Gateway's powers; currently, various means
Design and manufacture of paraphernalia: Weaponsmiths of Lord Dark Wind's organization

BIBLIOGRAPHY

First appearance: (as Yuriko) DAREDEVIL #197, (as Lady Deathstrike) ALPHA FLIGHT #33
Origin issue:(as Lady Deathstrike) ALPHA FLIGHT #33
Significant issues: DAREDEVIL #197-199 (sought vengeance on her father, Lord Dark Wind, guided Daredevil to his private island in search of Bullseye; killed Lord Dark Wind, saving Daredevil's life); ALPHA FLIGHT #33-34 (took up her father's crusade to restore Japan's honor; adopted costumed identity, attempted to rediscover her father's adamantium bonding process; with her followers, battled Wolverine and Vindicator II, in order to retrieve Wolverine's skeleton for study; defeated by Vindicator II); UNCANNY X-MEN #205 (transformed into cyborg; joined forces with Cole, Macon, and Reese; stalked Wolverine and Katie Power in New York); UNCANNY X-MEN #251 (with Cole, Macon, and Reese; joined the Reavers, crucified Wolverine); WOLVERINE Vol. 2 #35-38 (accidentally teleported with Wolverine and Puck to 1937 Spain, joined forces with Luftwaffe unit, battled Wolverine, right arm destroyed by tank, returned to present; given new right arm); UNCANNY X-MEN #281 (deserted Pierce and Reavers when attacked by Trevor Fitzroy's Sentinels); WOLVERINE Vol. 2 #35-38 (battled Wolverine and Sabretooth in Times Square)

LAMPREY™

LAMPREY

BIOGRAPHICAL DATA

Real name: Donald McGuiggan
Aliases at time of death: None
Former aliases : None
Dual identity: Publicly known
Occupation at time of death: Adventurer, public champion
Former occupation: Professional criminal
Citizenship: United States of "Other-Earth" (Earth-S)
Legal status: Criminal record, pardoned
Place of birth: Unrevealed
Place of death: Squadron City
Cause of death: Exploded when he tried to absorb all of the energy of Doctor Spectrum's power prism
Marital status: Single
Known relatives: None
Known confidants: Quagmire
Known allies: The Squadron Supreme
Major enemies: Master Menace, the Squadron Supreme
Base of operations at time of death: Squadron City
Former base of operations: Mobile
Group membership at time of death: The Squadron Supreme
Former group membership: Institute of Evil
Extent of education: High school drop-out

PHYSICAL DESCRIPTION

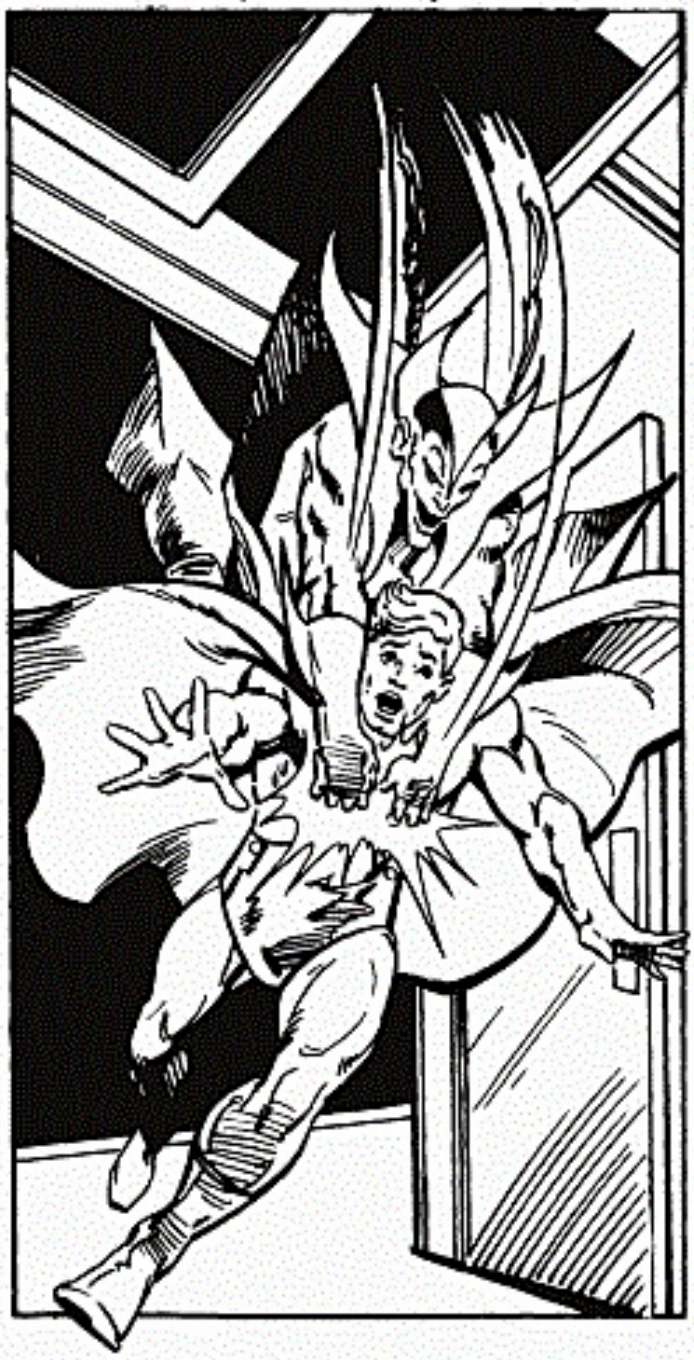
Height: 6'
Weight: 210 lbs.
Eyes: Brown
Hair: Brown

POWERS AND ABILITIES

Other distinguishing features: None
Intelligence: Normal
Strength: Variable; (maximum) Superhuman Class 100
Speed: Variable; (maximum) Subsonic
Flight speed: Supersonic
Stamina: Variable; (maximum) Superhuman
Durability: Variable; (maximum) Superhuman
Agility: Peak human
Reflexes: Variable; (maximum) Superhuman
Fighting skills: Extensive experience at streetfighting
Special skills and abilities: None
Superhuman physical powers: Lamprey possessed the power to absorb energy from other superhuman beings, and converted said energy to enhance physical strength and other physical attributes, as well as enabling him to fly. Unaugmented by outside energy, his attributes were peak human and he could not fly. Lamprey leeched energy by physical contact with another being. Every second of contact with another superhuman being imbued him with approximately one hour's worth of augmented powers.
Superhuman mental powers: None
Special limitations: Approximately 48

hours worth of energy was the ceiling beyond which he could not absorb further energy without risking grievous bodiliy injury.

Source of superhuman powers: Unrevealed



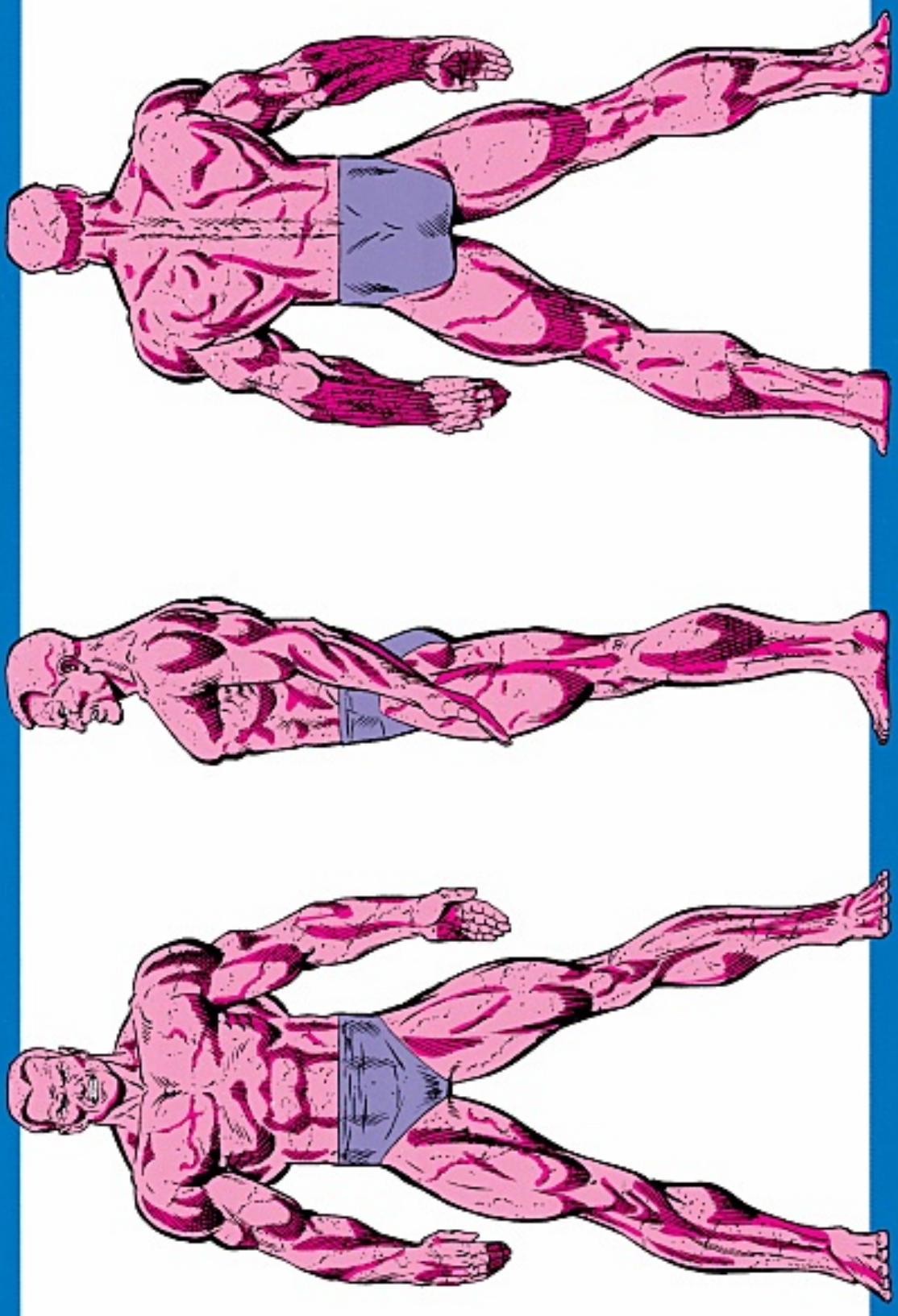
PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Usually flight under own power; also used the Squadron hover jets
Design and manufacture of paraphernalia: Tom Thumb

BIBLIOGRAPHY

First appearance: SQUADRON SUPREME #5
Origin issue: Lamprey's origin is as yet unrevealed
Significant issues: SUPREME #5 (with Institute of Evil, held Golden Archer captive, kidnaped relatives of Squadron members, battled Squadron Supreme); SQUADRON SUPREME #6 (behavior modified by Tom Thumb's device, elected to Squadron membership); SQUADRON SUPREME #9 (accompanied Tom Thumb to 41st Century looking for cancer cure); SQUADRON SUPREME #11 (tricked by new Squadron recruit Haywire into undergoing behavior remodification under device created by Master Menace); SQUADRON SUPREME #12 (battled the Squadron alongside the Redeemers in attack upon Squadron City, exploded when overloaded energy absorbing capacity)

LAVA MEN™



LAVA MEN

HOME WORLD

Origin World: Earth
Habitat: Subterranea (a network of caves and passages far beneath Earth's surface, with water in underground rivers, pools, and lakes, high temperatures, no weather
Gravity: Same as Earth's surface
Atmosphere: Roughly the same as Earth's surface, fresh air supplied through passage to surface world

PHYSICAL CHARACTERISTICS

Type: Humanoid
Eyes: Two
Fingers: Five, including opposable thumb
Skin color: (untransformed) Red, (transformed) Gold
Average height: 5' 9"
Special adaptations: Unusually acute hearing and night vision to enable them to function more easily in the darkness of Subterranea
Unusual physical characteristics: Red skin of rock-hard consistency, body has twice the density of a normal human being's. Upon death a normal Lava Man immediately decomposes into dust. A small number of Lava Men have undergone a metamorphosis giving them golden skins. Grotesk has rendered all Lava Men under his rule mute.
Note: No clearly female Lava Men have been depicted to date. It is unclear whether there are no female Lava Men (since the males do not age, they do not need to reproduce themselves to continue their race's existence), whether the females live apart from the males, or whether female Lava Men are identical to male Lava Men.
Superhumanoid powers: High resistance to extreme heat and flame; continually generate intense heat from their bodies, and can increase the amount of heat at will, enough to be able to melt a weapon in his vicinity; mystical ability to cause large amounts of volcanic ash to appear, seemingly from nowhere, and to transform metal into ash; immunity to aging. Some Lava Men can mystically transform themselves into twenty foot tall giants composed of hardened lava. Some Lava Men can mystically command molten lava to do their bidding by performing a ritual prayer to the demons they worship. The golden Lava Men can transform their shapes, and in doing so, even merge their bodies with one another. They once formed themselves into a large sphere that could defy gravity.
Note: Jinku has mystically created non-sentient Lava Men which possess the superhuman powers of the real Lava Men
Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Normal

Reflexes: Normal

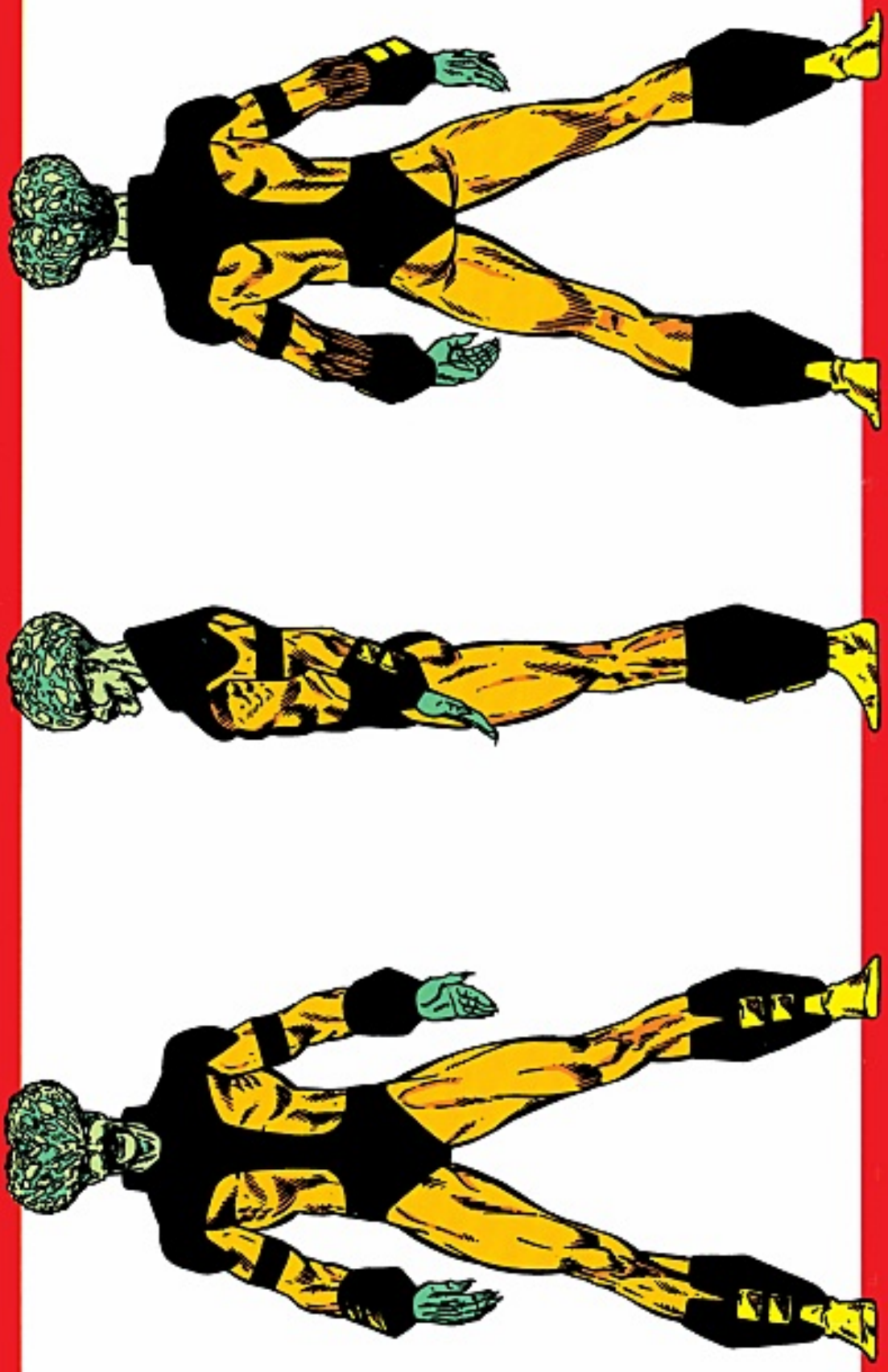
SOCIETY

Population: Less than one thousand (as far as is known)
Government: (Red) Formerly tribal, now monarchy ruled by Grotesk; (Golden) Tribal
Technology level: Primitive
Cultural traits: Deeply religious; peaceful except when stirred to war by religious fervor; formerly nomadic
Leaders: Grotesk (not a Lava Man himself, currently rules red Lava Men), Jinku (shaman of the gold Lava Men)
Names of other representatives: Akor, Danka, Kelak (all gold), Molto (deceased)
Major allies: Grotesk, Captain Marvel II, (formerly) Cha' Sa' Dra
Major enemies: Avengers, Thor, Molian and Tyrannoid Subterraneans, Brutus, Deviants

BIBLIOGRAPHY

First appearance: JOURNEY INTO MYSTERY #97
Origin issue: AVENGERS #306
Significant issues: JOURNEY INTO MYSTERY #97 (Molto the Lava Man battled Thor in New York City, became his friend); AVENGERS #5 (Avengers fought Lava Men in Subterranea); MARVEL TEAM-UP #26 (Jinku plotted to use Mole Man's machine to activate all volcanoes on Earth; Molto mortally wounded by Jinku, but warned Thor and Human Torch II about Jinku before dying; Thor wrecked machine; Torch II led Molian Subterraneans in defeating Lava Men); AVENGERS #236-237 (Project: Pegasus borer probe wreaked havoc in Lava Men settlement, they retaliated by invading Project: Pegasus, clashed with Avengers; returned to Subterranea); FAN-TASTIC FOUR #313 (Lava Men in war against other Subterranean races, captur-ed Mole Man); AVENGERS #305-306, 308 (Jinku magically created non-sentient Lava Men that attacked Avengers and Hydrobase; revealed how demon Cha' Sa' Dra transformed a group of Gortokian subterraneans into Lava Men, and how Cha' Sa' Dra's death killed hundreds of Lava Men, and placed some others in im-mobile "chrysalis" state, vengeful Jinku unleashed monster against Avengers in Subterranea; immobile Lava Men attain new golden forms, Jinku similarly transformed; all made peace with Avengers); AVENGERS ANNUAL #20 (remaining untransformed Lava Men revealed to be ruled by Grotesk; some Lava Men flee to surface to escape war in Subterranea, but were forced to return)

LEADER™



LEADER

BIOGRAPHICAL DATA

Real name: Samuel Sterns
Other current aliases: None
Former aliases: None
Dual identity: Publicly known
Current occupation: Would-be conquerer
Former occupation: Workman in chemical research facility
Citizenship: United States of America
Legal status: Criminal record in America
Place of birth: Boise, Idaho
Marital status: Single
Known relatives: Philip Sterns (alias the Madman, brother)
Known confidants: None
Known allies: The Chameleon, various Humanoids, the Super-Humanoid, the Rhino, the Glob, Jackdaw, Half-life II, Rock, Redeemer
Major enemies: The Hulk
Usual base of operations: Unknown
Former bases of operations: Omnivac, a satellite in Earth orbit
Current group membership: None
Former group membership: None
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 10"
Weight: 140 lbs.
Eyes: Green
Hair: Black
Other distinguishing features: Green skin, misshapen head covered with bumps and boils

POWERS AND ABILITIES

Intelligence: Genius
Strength: Normal
Speed: Normal
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal knowledge of hand-to-hand combat
Special skills and abilities: Knowledge of genetics, physics, robotics
Superhuman physical powers: None
Superhuman mental powers: Enhanced intuition, pattern solving, information storage and retrieval, and logical and philosophical structuring
Special limitations: None
Source of superhuman powers: Explosion of gamma-irradiated waste; purposeful re-exposure to gamma-ray sources

PARAPHERNALIA

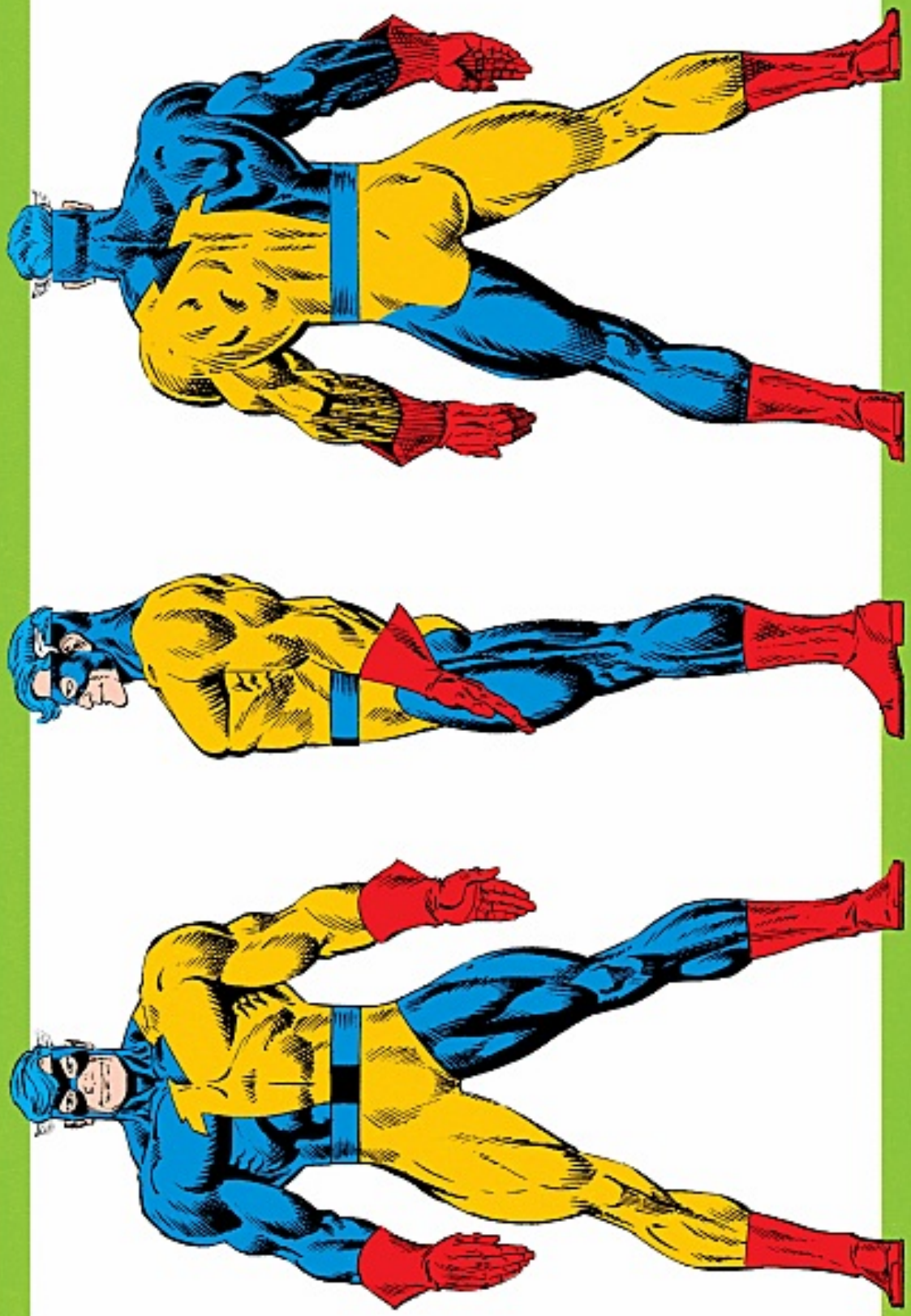
Costume specifications: Synthetic stretch fabric
Personal weaponry: None
Special weaponry: Mind control technology, android "Humanoids" and "Super-Humanoid," radiation devices, time travel apparatus
Other accessories: A computer in the form of a pipe organ

Transportation: Teleportation devices
Design and manufacture of paraphernalia: Samuel Sterns

BIBLIOGRAPHY

First appearance: TALES TO ASTONISH #62
Origin issue: TALES TO ASTONISH #63
Significant issues: TALES TO ASTONISH #62 (spy ring to overthrow U.S. government in place, dispatched the Chameleon to capture the Hulk for study); TALES TO ASTONISH #63 (face revealed, constructed and sent android Humanoids to capture the Hulk); TALES TO ASTONISH #64-65 (dispatched horde of Humanoids to capture the Hulk and steal Bruce Banner's Absorbatron weapon) TALES TO ASTONISH #69 (encountered Hulk face-to-face); TALES TO ASTONISH #70 (dispatched 500-foot Humanoid to subdue the Hulk); TALES TO ASTONISH #72 (rescued the Hulk from the Army); TALES TO ASTONISH #73 (operated on Hulk to save his life, sent the Hulk to the Blue Area of the Moon to raid the Watcher's technology); TALES TO ASTONISH #74 (defeated by device the Hulk brought from the Moon); INCREDIBLE HULK #115 (offered General Ross aid in neutralizing the Hulk); INCREDIBLE HULK #116-117 (dispatched Super-Humanoid to assist him in seizing control of America's nuclear arsenal); INCREDIBLE HULK #123 (hijacked U.S. Army's Murder Module vehicle, used it against the Hulk); INCREDIBLE HULK #124 (freed Rhino from captivity and sent him against the Hulk); INCREDIBLE HULK #129 (dispatched the Glob against the Hulk); INCREDIBLE HULK #139 (sent mental projections of the Rhino, Xeron, Namor, the Missing Link, and others against the Hulk, suffered mental breakdown); INCREDIBLE HULK #146-147 (created android duplicates of the President, Vice President, and military personnel in attempt to kidnap real President and Vice President); INCREDIBLE HULK #157 (superimposed his consciousness upon Rhino in order to battle Hulk); MARVEL FEATURE #11 (used Hulk and Thing as pawns in contest with Kurrgo); INCREDIBLE HULK #223-225 (took over Gamma Base); INCREDIBLE HULK ANNUAL #11 (gamma-irradiated Manhattan's water supply in attempt to mutate humanity like himself); INCREDIBLE HULK #280-284 (activated Arsenal, dispatched Avengers through time); INCREDIBLE HULK #342 (new form revealed, dispatched Half-Life II to battle Hulk); INCREDIBLE HULK #343 (dispatched army of four-armed robots against Hulk, created Rock and Redeemer); INCREDIBLE HULK #344-345 (dispatched Rock and Redeemer against Hulk, blew up Middletown, Arizona to create gamma-irradiated pawns); INCREDIBLE HULK #366 (aided Hulk in his search for the Madman)

LEFT-WINGER™



LEFT-WINGER

BIOGRAPHICAL DATA

Real name: Hector Lennox
Other aliases at time of death: None
Former aliases: None known
Dual identity: Secret
Occupation at time of death: Terrorist
Former occupation: Soldier, wrestler, aide-de-camp
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: Houston, Texas
Place of death: Houston, Texas
Cause of death: Suicide
Marital status: Single
Known relatives: None named
Known confidants: Right-Winger, Ethan Thurm
Known allies: Right-Winger, (former) Super-Patriot II (Captain America VI, USAgent), Buckies
Major enemies: USAgent (Captain America VI, Super-Patriot II)
Base of operations at time of death: Mobile
Former bases of operations: Baltimore, Maryland; Dallas, Texas
Group membership at time of death: Partnered with Right-Winger
Former group membership: Buckies (Bold Urban Commandos), Legion of the Unliving II
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 6' 5"
Weight: 265 lbs
Eyes: Blue
Hair: Black
Other distinguishing features: For the last three months of his life, he had third degree burns across 90% of his body.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Speed: Enhanced human
Stamina: Superhuman
Durability: Superhuman
Agility: Enhanced human
Reflexes: Superhuman
Fighting skills: Moderate streetfighting experience, basic army training, rigorous wrestling training
Special skills and abilities: None
Superhuman physical powers: Aside from the above listed attributes, none.
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Augmentation of his physical attributes by Dr. Karl Malus on behalf of the Power Broker

PARAPHERNALIA

Costume specifications: Synthetic stretch fabric
Personal weaponry: Carried a torch-

sabre which projected a foot-long fiery "blade" as hot as a blowtorch
Special weaponry: None
Other accessories: None
Transportation: Conventional
Design and manufacture of paraphernalia: Tinkerer

BIBLIOGRAPHY

First appearance: (as one of the Buckies) CAPTAIN AMERICA #323, (as Left-Winger) CAPTAIN AMERICA #341
Origin issue: CAPTAIN AMERICA #334, 381
Significant issues: CAPTAIN AMERICA #323 (as member of the Buckies, staged fake attack on Super-Patriot II for publicity); CAPTAIN AMERICA #327 (as a Bucky, attacked foreign students); CAPTAIN AMERICA #334 (upset at being abandoned when his former associates were selected to be the new Captain America and Bucky, battled John Walker and Lemar Hoskins who wore stolen Guardsmen armor); CAPTAIN AMERICA #341 (attacked and revealed Captain America VI to be John Walker at a patriotic rally); CAPTAIN AMERICA #347 (alongside Right-Winger, stalked by Captain America VI who blamed them for his parents' deaths, left tied to an an oil tank which was detonated by a torch-saber); WEST COAST AVENGERS #61 (alongside Right-Winger and several others, plucked from different time periods by Immortus to serve in the Legion of the Unliving III, battled USAgent, who slew them again not believing them to be authentic); CAPTAIN AMERICA #381 (circumstances of their suicides in the hospital after undergoing painful treatment for burns revealed, USAgent remorseful)

LEIR™

LEIR

BIOGRAPHICAL DATA

Real name: Leir
Other current aliases: None
Former aliases: None known
Dual identity: None; the general populace of Earth is unaware of Leir's existence except as a mythological character
Current occupation: God of lightning and the spear
Former occupation: None
Citizenship: Realm of Avalon
Legal status: No criminal record
Place of birth: Unrevealed, presumably Avalon
Marital status: Single
Known relatives: Danu (father)
Known confidants: None
Known allies: Caber, Dagda, Thor, Black Knight III, Earth Force (Earth-Lord, Skyhawk, Wind-Warrior), the Celtic gods
Major enemies: The Fomorians (also known as the Fomor), Seth
Usual base of operations: Avalon
Former bases of operations: None
Current group membership: Celtic gods of Avalon
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 7' 2"
Weight: 655 lbs.
Eyes: Blue
Hair: Reddish brown
Other distinguishing features: Moustache, blue designs about eyes

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 100
Speed: Superhuman
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Highly proficient hand-to-hand combatant, good swordsman, expert at spear-throwing
Special skills and abilities: Unrevealed
Superhuman physical powers: Superhuman strength, speed, stamina, agility and durability; ability to generate electrical energy from his hands in the form of a lightning-like spear which he uses as a weapon
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Leir is a member of the race of superhumans known as the Celtic gods of Avalon.

PARAPHERNALIA

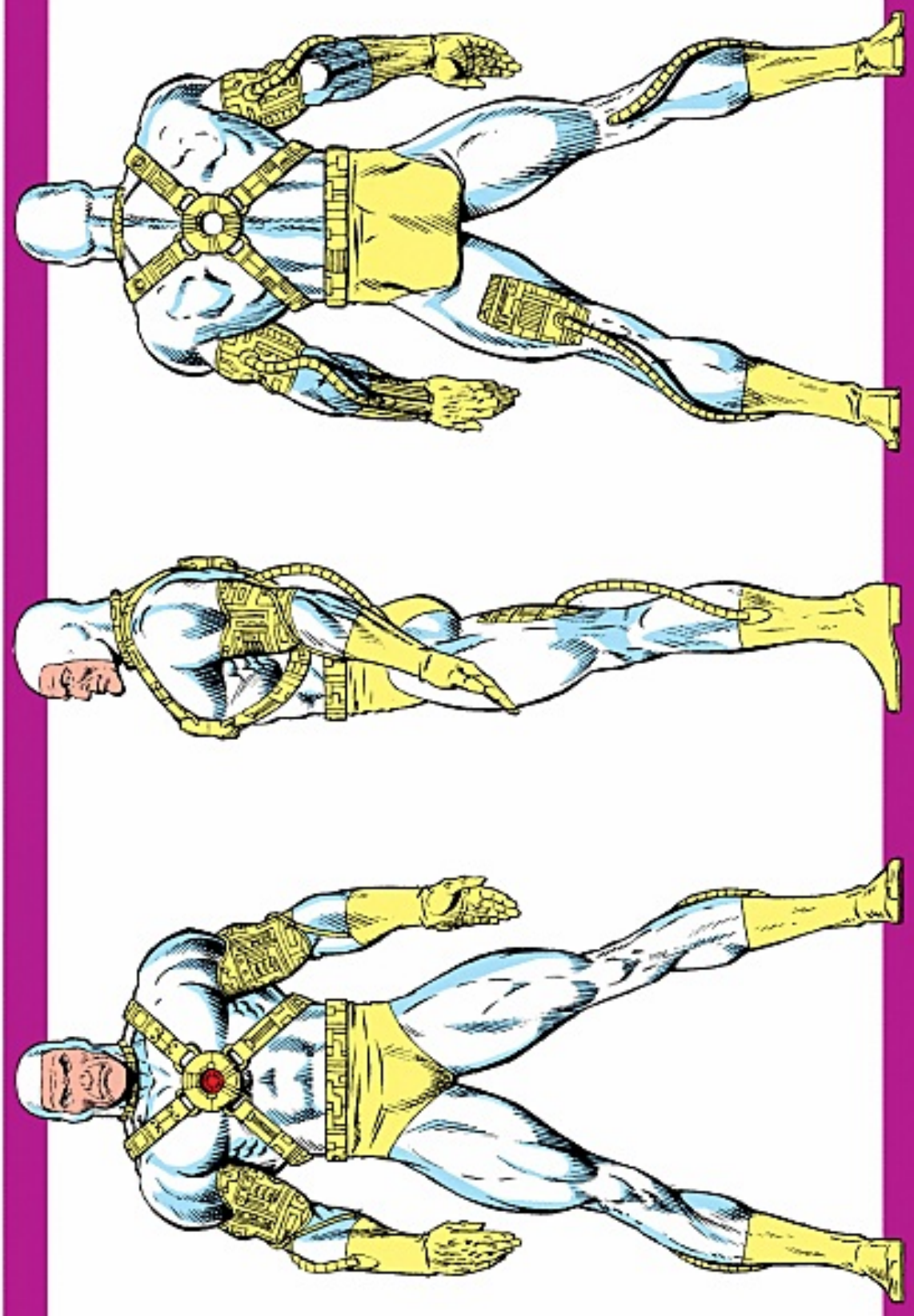
Costume specifications: Avalonian fabric
Personal weaponry: Lightning "spears" generated from his hands and a shield of unknown properties
Special weaponry: None
Other accessories: None

Transportation: Unknown
Design and manufacture of paraphernalia: Forges of Avalon (shield)

BIBLIOGRAPHY

First appearance: THOR #386
Origin issue: Leir's origin is as yet unrevealed.
Significant issues: THOR #386 (encountered Thor and Hogun, who entered Avalon through dimensional rift in pursuit of griffin-like creature of Seth, battled Thor through misunderstanding, battled creature alongside Thor and Hogun); THOR #398-400/WEST COAST AVENGERS #41 (led Celtic gods in Asgard's defense against the forces of Seth); MARVEL COMICS PRESENTS #30 (with Caber, attacked the camp of the Fomorians, enemies of Avalon); THOR #417 (with Caber, entered Asgard through dimensional portal, attempted to claim Sif as his bride); THOR #418 (with Caber, battled Heimdall, accompanied Sif to Earth in search of Thor); THOR #425 (located Thor, returned with him and Hercules to Asgard, battled Ymir alongside Hercules, witnessed Asgard's victory over Ymir and Surtur); THOR #426 (challenged Thor, defeated in duel by Sif)
Note: The extradimensional realms of Avalon and Otherworld are in all probabality and the same. While there is apparently no direct counterpart in Celtic mythology to Leir, many of the denizens of Avalon--Amergin and the Fomor (Bres, Elathan, Cethlann, Indech, Tethra, Dulb, and Balor)--are documented characters in mythology.

LIGHTMASTER™



LIGHTMASTER

BIOGRAPHICAL DATA

Real names: Dr. Edward Lansky
Other current aliases: None
Former aliases : None
Dual identity: Publicly known
Current occupation: Criminal mastermind
Former occupation: Physics professor, vice chancellor of Empire State University
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: New York City
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: Kraven the Hunter, Tarantula I
Major enemies: Spider-Man, Dazzler, Quasar, Cloak & Dagger
Usual base of operations: New York City
Former bases of operations: Same
Current group membership: None
Former group membership: None known
Extent of education: Ph.D. in physics

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: When Lightmaster was transformed into a being of unstable energy, his mass was composed entirely of light

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal
Speed: Normal
Flight speed: (in suit) Natural winged fligh
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: None
Special skills: Dr. Lansky is a genius in the field of physics.
Superhuman physical powers: None
Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Inapplicable

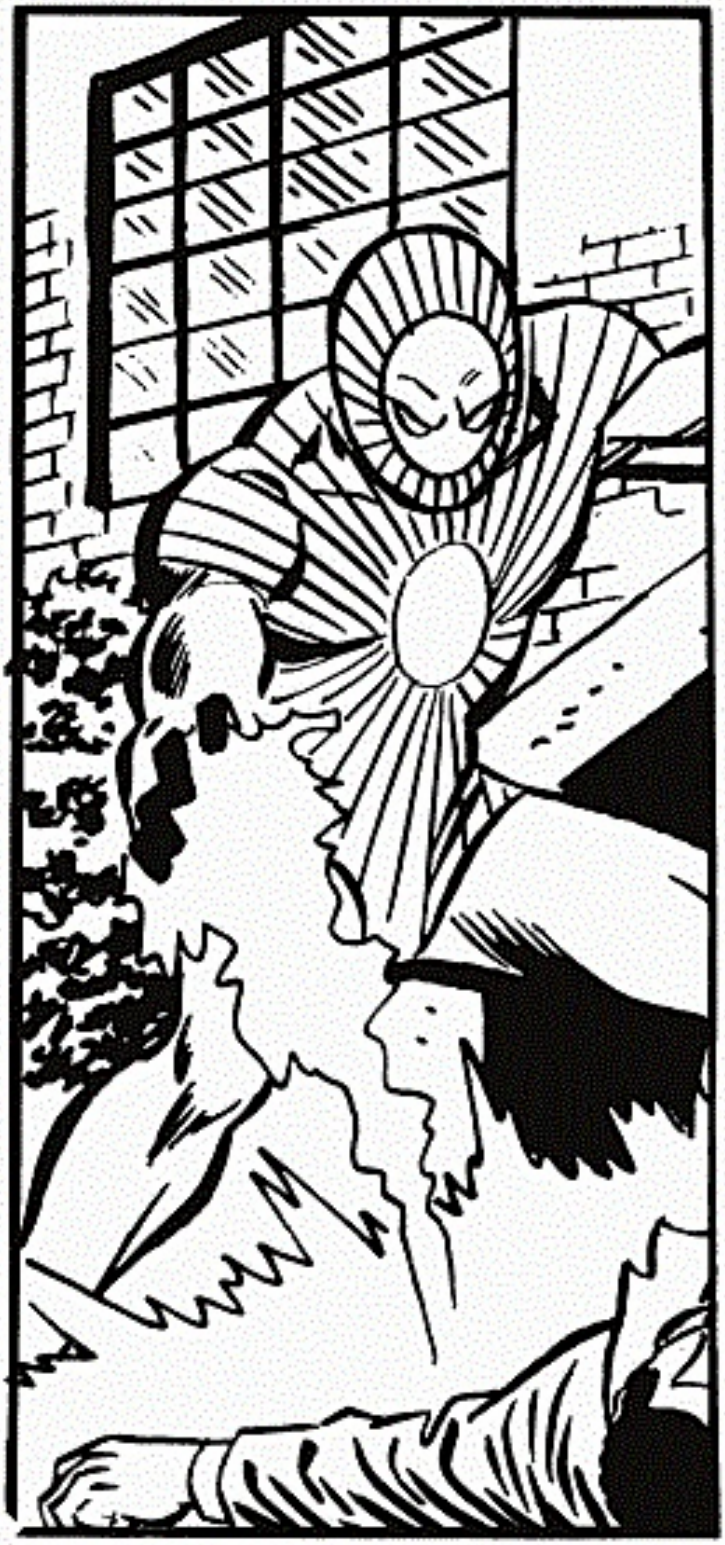
PARAPHERNALIA

Costume specifications: Special body suit with padded inner lining
Personal weaponry: Body suit contains special circuitry enabling him to manipulate photons for a variety of effects, including the creation of solid, low-mass objects and concussive beams of force.
Special weaponry: None
Other accessories: None
Transportation: Flight under own power
Design and manufacture of paraphernalia: Dr. Edward Lansky

BIBLIOGRAPHY

First appearance: SPECTACULAR SPI

DER-MAN #3
Origin issue: SPECTACULAR SPIDER-MAN #3
Significant issues: SPECTACULAR SPIDER-MAN #3 (with the help of Kraven and Tarantula I, kidnaped three officials in the New York City government who had initiated budget cuts for higher education; defeated by Spider-Man, who ran a current of electricity through Lightmaster's body suit); SPECTACULAR SPIDER-MAN #20 (revealed that electrical current had transformed him into a being of unstable energy; sought revenge against Spider-Man; accidentally overloaded New York's power system which caused a blackout, banishing his essence into a dimension of light); AMAZING SPIDER-MAN #203 (attempted to harness Dazzler's powerful light source as a means to regain physical form on Earth; driven back to non-physical existence by Dazzler and Spider-Man); MARVEL TEAM-UP #113 (attempted to regain physical form by harnessing Quasar's quantum-bands and taking over Quasar's body; succeeded in return to a normal human form despite Spider-Man's interference); AMAZING SPIDER-MAN ANNUAL #26/SPECTACULAR SPIDER-MAN ANNUAL #12/WEB OF SPIDER-MAN ANNUAL #8 (released into custody of Genetech, who conducted experiments on him that made him more powerful, yet unstable, defeated by Cloak and Dagger and taken back into custody by the Light Brigade)



LIGHTSPEED™

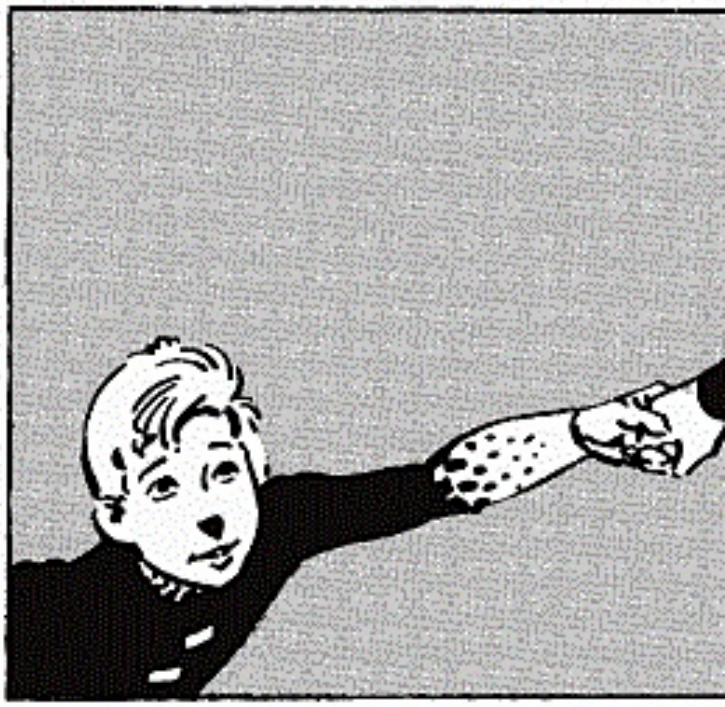
LIGHTSPEED

BIOGRAPHICAL DATA

Real name: Julia Power
Other current aliases: None
Former aliases: Molecula
Dual identity: Secret
Current occupation: Student
Former occupation: None
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Richmond, Virginia
Marital status: Single
Known relatives: James Power (father); Margeret Power (mother); Alex Power, Jack Power (brothers); Katie Power (sister); Roy Craig (grandfather)
Known confidants: Power Pack, Kofi, Mister Fantastic,Invisible Woman
Known allies: Fantastic Cloak, Dagger, Spider-Man, New Mutants
Major enemies: The Snark Empire, the Boogeyman
Usual base of operations: New York City
Former bases of operations: Richmond, Virginia
Current group membership: Power Pack
Former group membership: None
Extent of education: Elementary school

PHYSICAL DESCRIPTION

Height: 4' 10"
Weight: 85 lbs.
Eyes: Blue
Hair: Strawberry blonde



Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Normal
Speed: Superhuman
Flight speed: Supersonic
Stamina: Superhuman
Durability: Superhuman
Agility: Normal
Reflexes: Superhuman
Fighting skills: Minimal experience at hand-to-hand combat
Special skills and abilities: Unrevealed
Superhuman physical powers: Light-speed can fly at high speeds, leaving behind her a rainbow-like trail. While flying she generates a protective aura around her of an undetermined thickness that protects her from air friction

Superhuman mental powers: None
Special limitations: None
Source of superhuman powers: Infusion of alien (Kymelian) bio-energy

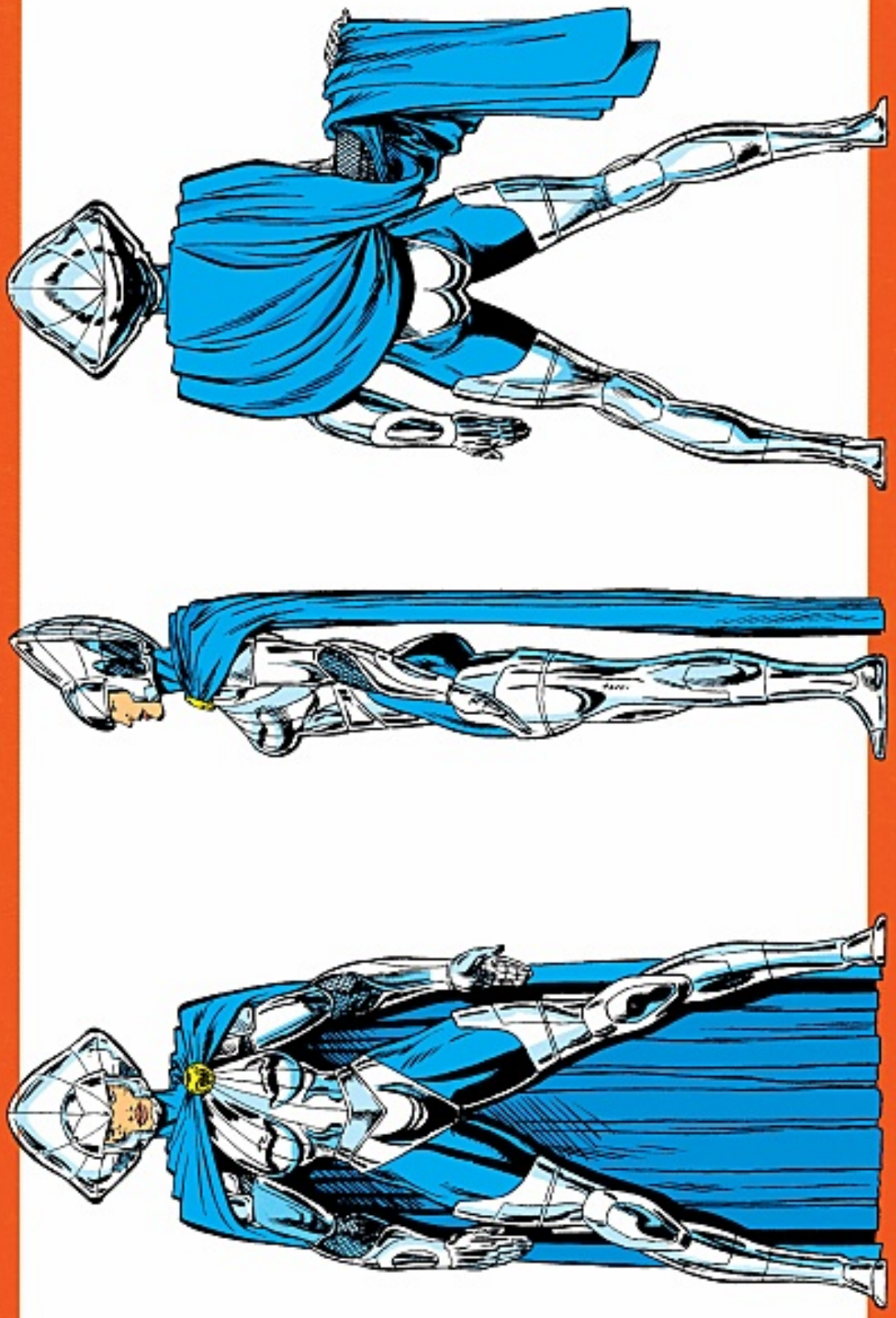
PARAPHERNALIA

Costume specifications: Unstable molecules; transformation back and forth into conventional attire via voice-activated device which responds to commands of "Costume on" or "Costume off"; when not in use, costumes are stored and cleaned in the infra-spatial dimension referred to as "Elsewhere."
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: The Smartship Friday
Design and manufacture of paraphernalia: The Smartship Friday

BIBLIOGRAPHY

First appearance: POWER PACK #1
Origin issue: POWER PACK #1
Significant issues: POWER PACK #1 (gained superhuman powers from dying Kymellian Aelfyre Whitemane, became "Lightspeed"); POWER PACK #6 (moved to New York City; encountered Spider-Man); POWER PACK #7 (encountered Cloak and Dagger); POWER PACK #14 (first battled Boogyman); POWER PACK #16 (first met Franklin Richards); POWER PACK #20 (encountered New Mutants); POWER PACK #25 (powers siphoned into Snark Jakal, when returned powers exchanged with her brother Jack, became "Molecula"); POWER PACK #52 (regained original powers); POWER PACK #58 (encountered Galactus and Nova)

LILANDRA™



LILANDRA

BIOGRAPHICAL DATA

Real name: Lilandra Neramani
Other current aliases: None
Former aliases: None
Dual identity: None; the general populace of Earth is unaware of Lilandra's existence
Current occupation: Majestirx-Shi'ar (empress of Shi'ar Imperium)
Former occupation: Grand Admiral of the Imperial Guard, freedom fighter (against Deathbird Regime)
Citizenship: Shi'ar Empire
Legal status: Former exile from the Shi'ar Empire, exile later revoked
Place of birth: The Aerie (now known as Chandilar, native world of the Shi'ar)
Marital status: Inapplicable; Charles Xavier is her consort
Known relatives: Deathbird (sister), D'Ken Neramani (brother, deceased), Blacklight (apparent nephew), White Noise (apparent niece)
Known confidants: Professor Charles Xavier, Shiar Prime Minister Araki
Known allies: Starjammers, X-Men, X-Factor II
Major enemies: Deathbird, Skrulls, Kree
Usual base of operations: Chandilar, Shi'ar Empire
Former bases of operations: The *Starjammer* (Starjammers' starship)
Current group membership: None
Former group membership: Starjammers, Grand Admiral of the Imperial Guard
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 110 lbs
Eyes: Orange
Feathers: Black
Other distinguishing features: The Shi'ar possess both avian and mammalian physical characteristics. Hence, Lilandra has feathers instead of hair atop her head, and has vestigial feathers along her elbows as well as mammary glands.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Excellent hand-to-hand combatant, trained in Shi'ar methods of armed and unarmed combat
Special skills and abilities: Good starship pilot
Superhuman physical powers: None, other than those listed above
Superhuman mental powers: Limited telepathic abilities whose extent have yet to be clearly defined
Special limitations: None
Source of superhuman powers: Member of the alien race Shi'ar

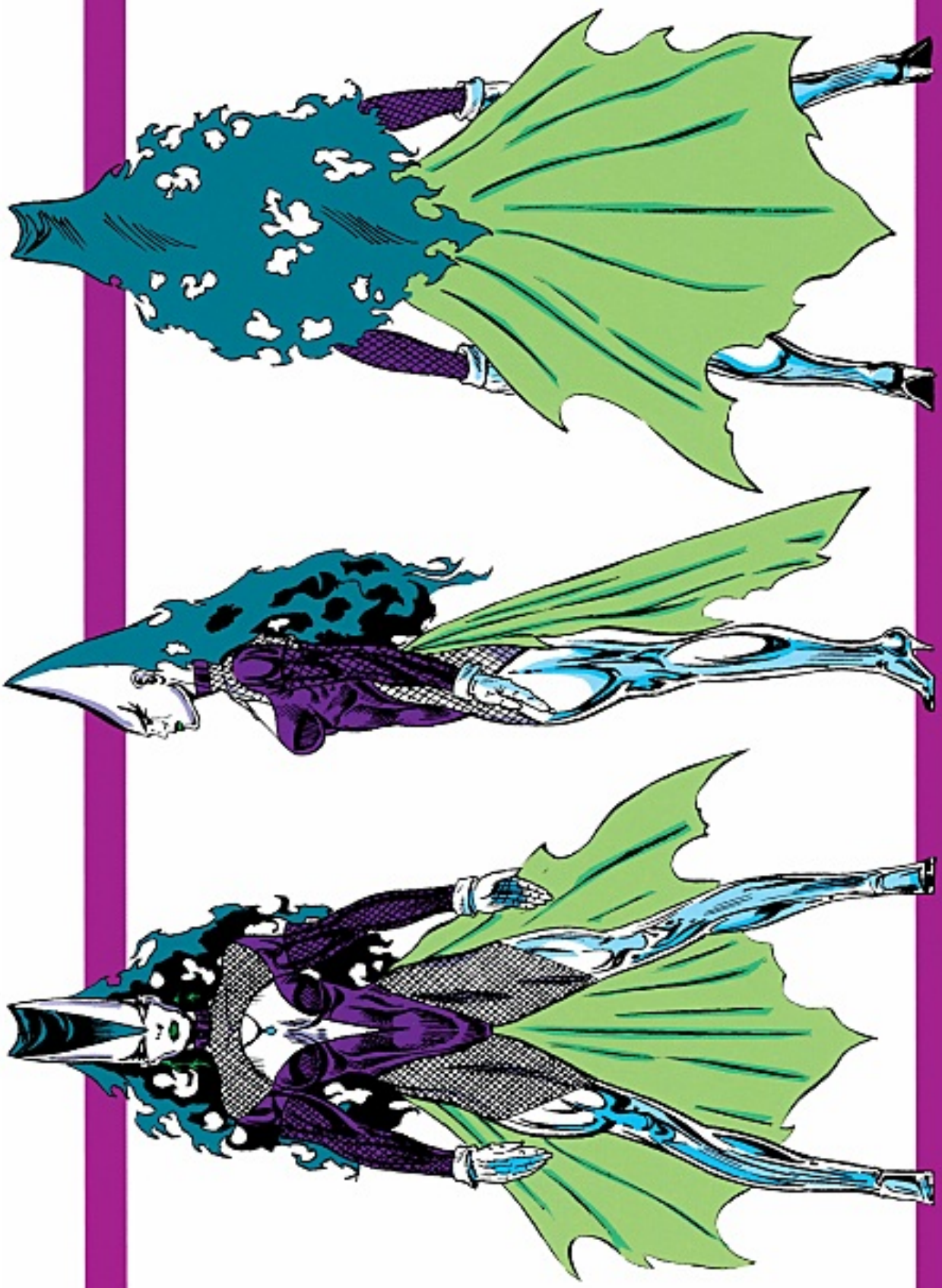
PARAPHERNALIA

Costume specifications: Battle armor of unknown composition, Shi'ar fabrics
Personal weaponry: A variety of Shi'ar weaponry as needed
Special weaponry: None
Other accessories: None
Transportation: Shi'ar starships' teleportation using Shi'ar technology; formerly traveled in the starship *Starjammer*
Design and manufacture of paraphernalia: Shi'ar scientists, technicians, and craftsmen

BIBLIOGRAPHY

First appearance: (face and name unrevealed) X-MEN Vol. 1 #97, (face revealed) X-MEN Vol. 1 #102, (name revealed) X-MEN Vol. 1 #105,
Origin issue: X-MEN Vol. 1 #54-56
Significant issues: X-MEN Vol. 1 #97-98, 102-104 (Professor Xavier experienced visions of Lilandra as she traveled to Earth); X-MEN Vol. 1 #105 (finally met Xavier in person, captured by Davan Shakari); X-MEN Vol. 1 #107-108 (held captive by D'Ken, revealed D'Ken's plot to gain ultimate power, saved by Starjammers and X-Men; reunited on Earth with Xavier); UNCANNY X-MEN #117 (invited Xavier to accompany her to Shi'ar throneworld); UNCANNY X-MEN #122 (crowned as Majestrix); UNCANNY X-MEN #137 (staged trial by combat to determine fate of Phoenix); UNCANNY X-MEN #154, 156-157 (overcame Deathbird's attempted coup); UNCANNY X-MEN #161-162, 164-168 (captured by Deathbird and Brood, escaped along with X-Men); FANTASTIC FOUR #261-262 (placed Reed Richards on trial for saving Galactus's life); UNCANNY X-MEN #200-201 (transported mortally injured Xavier off Earth to be healed); CLASSIC X-MEN #14 (recounted how Lilandra escaped D'Ken and first had mental contact with Xavier); X-MEN SPOTLIGHT ON: STARJAMMERS #1-2 (nearly killed Deathbird in combat); UNCANNY X-MEN #275-277 (regained throne with aid of X-Men and Starjammers, freed from control by Warskrulls, parted with Xavier); WONDER MAN #8 (ordered Starjammers to transport nega-bomb into Kree space); THOR #446 (survived assassination attempt by Kree Starforce, decided to recall nega-bomb); AVENGERS WEST COAST #82 (discovered that Skrull impersonating Araki helped cause Kree-Shi'ar War); AVENGERS #347 (took control of devastated Kree Empire, appointed Deathbird as her viceroy there)

LILITH™



LILITH II

BIOGRAPHICAL DATA

Real name: Lilith
Other current aliases: Mother of the Lilin
Former aliases : Unrevealed
Dual identity: None, the general populace of Earth is unaware of Liltih's existence.
Current occupation: Sorceress
Former occupation: None known
Citizenship: Ancient Atlantis
Legal status: Unrevealed
Place of birth: Unrevealed
Marital status: Unrevealed
Known relatives: The Lilin (Creed, Pilgrim, Fang, Doc, Meatmarket, Skinner, Nakota, her children), Blackout II (grandson)
Known confidants: None
Known allies: The Lilin
Major enemies: Ghost Rider II, John Blaze, Morbius, Dr. Strange, the Nightstalkers, the Darkhold Redeemers, the Caretaker, the Blood
Usual base of operations: Mobile
Former base of operations: Unrevealed
Current group membership: Leader of the Lilin
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 8"
Weight: 140 lbs.
Eyes: Red
Hair: Black
Other distinguishing features: Chalk-white skin, prominent sharpened teeth (fangs), inhuman facial features

POWERS AND ABILITIES

Intelligence: Genius
Strength: Enhanced human
Speed: Enhanced human
Stamina: Enhanced human
Durability: Superhuman
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Unrevealed
Special skills and abilities: Vast knowledge of magical lore
Superhuman physical powers: Aside from the above listed attributes, the ability to manipulate the forces of magic for a variety of effects, including energy manifestations and others as yet unrevealed
Superhuman mental powers: Ability to summon ("birth") the Lilin from other dimensions; the more of her children she "births" into this dimension the more her physical strength increases
Special limitations: Unrevealed
Source of superhuman powers: Manipulation of the forces of magic

PARAPHERNALIA

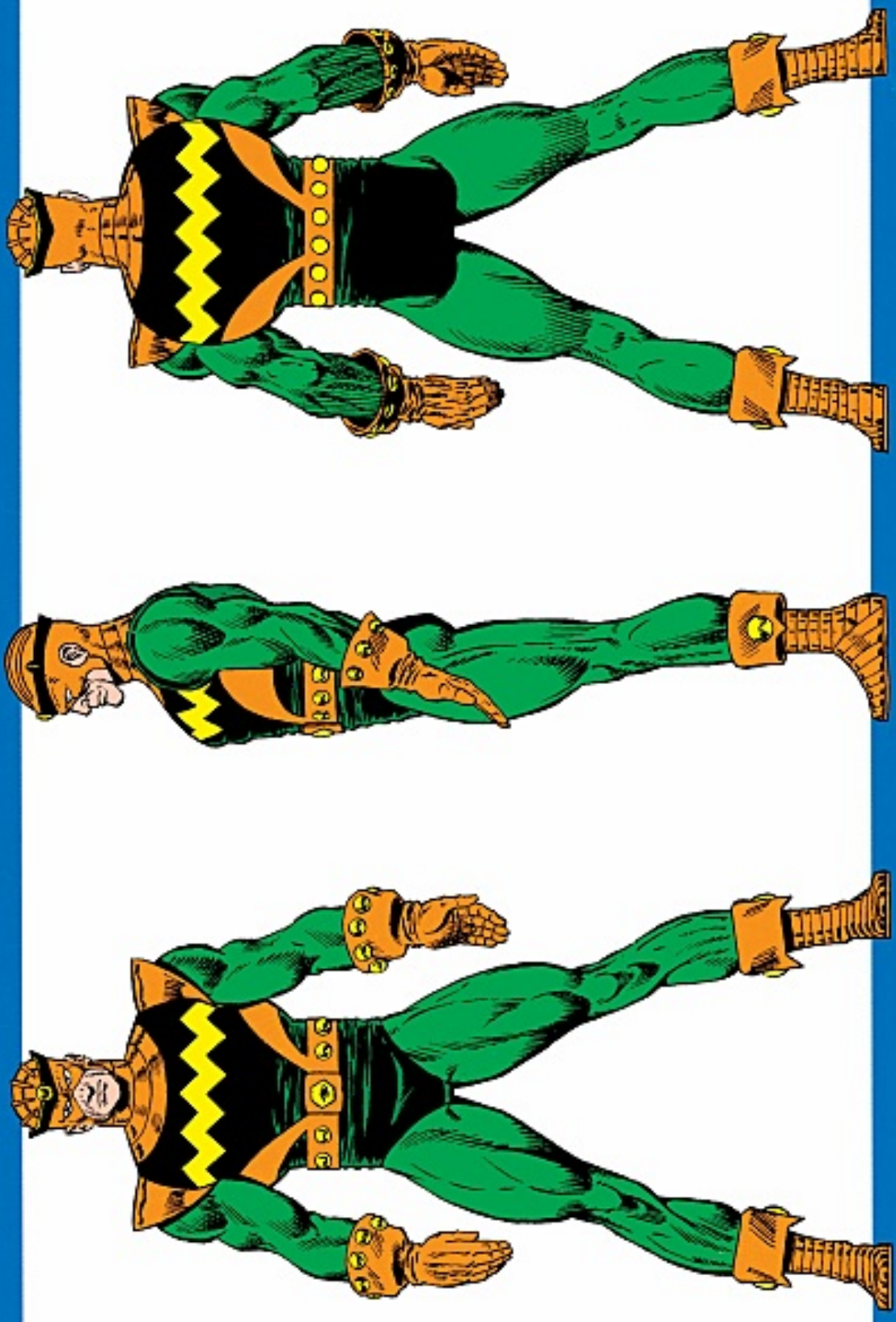
Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: None
Other accessories: None

Transportation: Teleportation via Pilgrim's powers
Design and manufacture of paraphernalia: Lilith II

BIBLIOGRAPHY

First appearance: GHOST RIDER Vol. 3 #28
Origin issue: Lilith II's origin is as yet unrevealed.
Significant issues: GHOST RIDER Vol. 3 #28 (first encountered Dan Ketch's spirit, appeared in a vision to Blackout II); SPIRITS OF VENGEANCE #1 (released from ancient imprisonment in the body of a whale; Lilin revealed to have been scattered across the dimensions centuries ago; recruited the Lilin and Blackout II; sent Blackout II, Creed, and Pilgrim, to abduct John Blaze's son, Craig Blaze); MORBIUS #1 (sent Fang to attack Morbius); SPIRITS OF VENGEANCE #2 (witnessed Ghost Rider II and John Blaze's battle with Steel Vengeance); GHOST RIDER Vol. 3 #30 (alongside the Lilin, abducted Doris Ketch, Jack D'Auria, and Arthur and Stacy Dolan); DARKHOLD #1 (transformed the Darkholders' ninjas and sent them to kill Victoria Montesi; alongside the Lilin, battled Ghost Rider II, John Blaze, and the Darkhold Redeemers); SPIRITS OF VENGEANCE #3 (sent Skinner to attack Ghost Rider II and John Blaze); NIGHTSTALKERS #1 (hired the Nightstalkers, to kill Ghost Rider II and John Blaze); GHOST RIDER Vol. 3 #31 (alongside the Lilin, battled Ghost Rider II, John Blaze, Morbius, the Nightstalkers, and the Darkhold Redeemers)
Note: Lilith II is not be confused with the late Lilith I, daughter of Dracula.

LIVING LASER™



LIVING LASER

BIOGRAPHICAL DATA

Real name: Arthur Parks
Other current aliases: None
Former aliases : Once impersonated Titanium Man I
Dual identity: Publicly known
Current occupation: Seeker of vengeance
Former occupations: Research scientist, mercenary, professional criminal
Citizenship: United States of America
Legal status: Criminal record in the U.S.
Place of birth: New Brunswick, New Jersey
Marital status: Single
Known relatives: None
Known confidants: None; (former) Lucy Barton
Known allies: (former) Mandarin, Batroc, Swordsman I, Grim Reaper, Power Man I, Man-Ape, Dr. Jonas Harrow, General Pollack, Whirlwind, Count Lucino Nefaria, Klaw
Major enemies: Avengers, Captain America, Iron Man, Quasar
Usual base of operations: Mobile
Former bases of operations: New York City area; Costa Verde
Current group membership: None
Former group membership: Mandarin's minions, Batroc's Brigade, Lethal Legion I and II
Extent of education: Ph. D in physics

PHYSICAL DESCRIPTION

Height: (in human form) 5' 11"
Weight: (in human form) 185 lbs.
Eyes: (in human form) Blue
Hair: (in human form) Brown
Other distinguishing features: Forme
human, the Living Laser now exists as
bodiless quantity of photons (particles
light) possessing human consciousness
the form of an electrical field. It is possi
that the Living Laser's human body w
not destroyed, but was shunted by
equivalent quantity of light.

POWERS AND ABILITIES

Intelligence: Gifted
Strength: (human form) Normal, (ener
form) Unrevealed
Speed: (human form) Normal, (ener
form) Speed of light
Stamina: (human form) Normal, (ener
form) Unrevealed
Durability: (human form) Normal, (ener
form) Unrevealed
Agility: (human form) Normal, (ener
form) Unrevealed
Reflexes: (human form) Normal, (ener
form) Unrevealed
Fighting skills: Minimal
Special skills: Expert in laser technolog
Superhuman physical powers: Asi
from the above listed, the Living Laser h
the ability to increase the density of t
photons comprising his form through me

tal concentration, enabling him to project photons in laser-like beams and to achieve a "solid" form. Can appear as a three-dimensional holographic image of his human self (or anyone else). Possibly the Living Laser replenishes the energy he expends by drawing new photons from the aforementioned energy dimension.

Superhuman mental powers: Has mental control over the photons comprising his form. Possesses limited telepathic abilities in his energy form, enabling him to communicate with others and to perceive material reality.

Special limitations: No longer exists in material form in this dimension; coherent light form can be disrupted by antagonistic energy frequencies

Source of superhuman powers: Material body replaced by photons through overloading of living lasers diode implants

PARAPHERNALIA

Costume specifications: (in human form) Conventional fabrics, leather, and metal

Personal weaponry: Formerly wore a high-powered mini-laser projectors on each wrist

Special weaponry: Formerly wore miniature laser diodes implanted in his body, which absorbed energy and could project it as laser beams at his mental command. Also built enormous laser cannon. Briefly possessed the Serpent Crown.

Other accessories: None

Transportation: Flight via his photonic form

Design and manufacture of paraphernalia: Living Laser, Dr. Jonas Harrow

BIBLIOGRAPHY

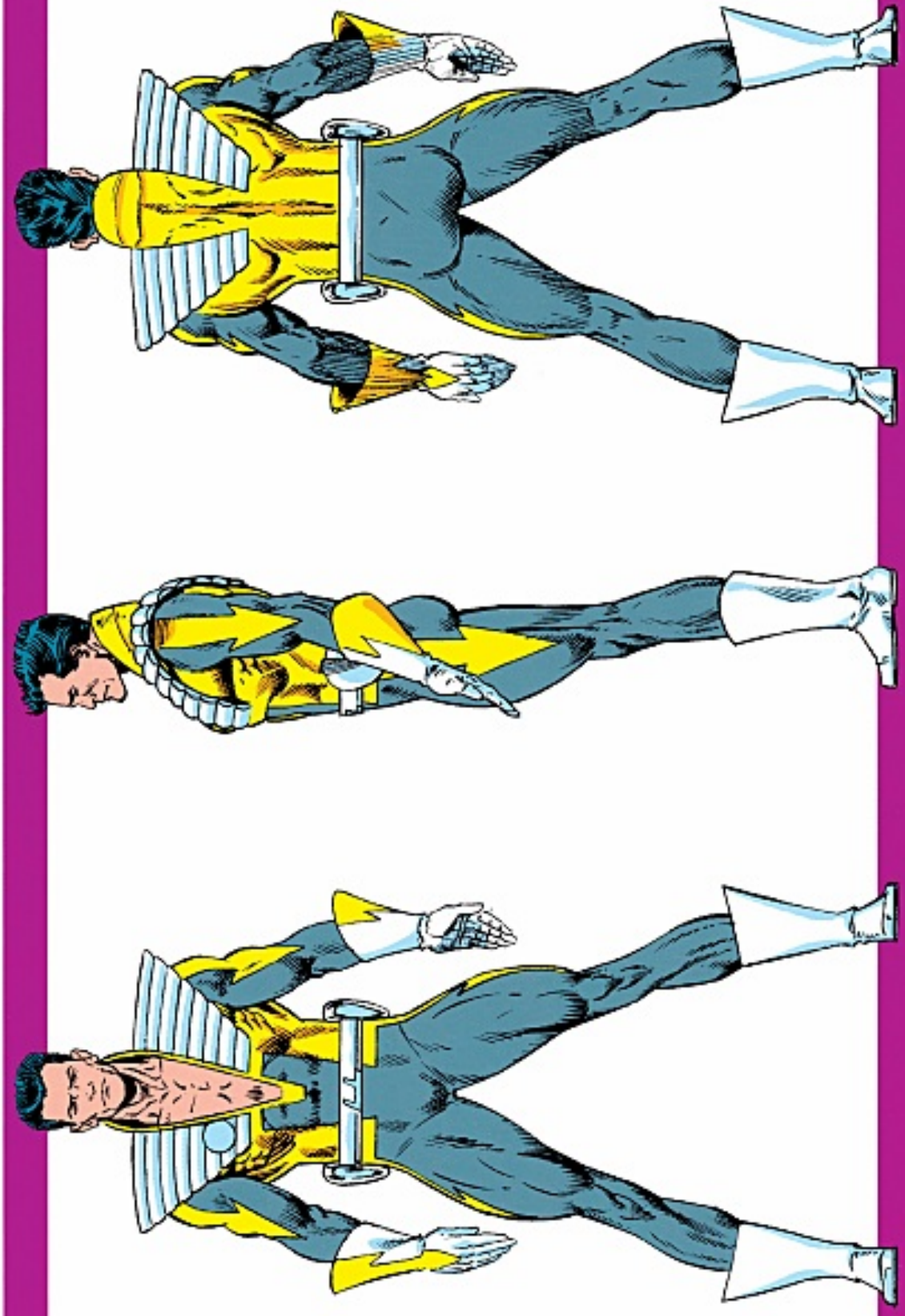
First appearance: AVENGERS #34

Origin issue: AVENGERS #34

Significant issues: AVENGERS #34-35 (adopted costumed identity, terrorized New York City, abducted Wasp, aided Costa verde guerrillas, defeated by Avengers); AVENGERS ANNUAL #1 (participated in Mandarin's attempt at world conquest); CAPTAIN AMERICA #105 (battled Captain America as a member of Batroc's Brigade); AVENGERS #78-79 (fought Avengers as member of lethal Legion I); AVENGERS #151, 153, AVENGERS ANNUAL #5 (obtained Serpent Crown, defeated by Avengers); AVENGERS #164 (joined Lethal Legion II, powers amplified and drained by Count Nefaria); IRON MAN #152-153 (diode implants overloaded and exploded, seemingly died); IRON MAN #211 (reappeared as sentient energy being); QUASAR #6 (fought Quasar, fled to Blue Area of the Moon, entered Watcher's transdimensional portal); IRON MAN #258-260, 263 (impersonated Titanium Man I, attacked Iron Man I, defeated by him)

Note: A robotic double of the Living Laser appeared in CAPTAIN MARVEL Vol. 1 #35. Various divergent counterparts appeared in QUASAR #30

LIVING LIGHTNING™



LIVING LIGHTNING

BIOGRAPHICAL DATA

Real name: Miguel Santos
Other current aliases: Relampago Vivo (his name in Spanish)
Former aliases : None
Dual identity: Publicly known
Current occupation: College student, adventurer
Former occupations: High school student
Citizenship: United States of America
Legal status: No criminal record
Place of birth: East Los Angeles, California
Marital status: Single
Known relatives: Carlos Santos (father, deceased), Maria Santos (mother), Lisa Santos (sister, deceased), Jose Santos (brother)
Known confidants: None
Known allies: Avengers West Coast, the Avengers, Fantastic Four, Dr. Strange, Darkhawk, Spider-Man
Major enemies: Dr. Demonicus, the Pacific Overlords, the Night Shift, Professor Power, Death-Web, Lou Penham
Usual base of operations: Avengers West Coast Compound, Los Angeles, California
Former bases of operations: East Los Angeles, California
Current group membership: Avengers West Coast (reserve member)
Former group membership: Pacific Overlords
Extent of education: College student

PHYSICAL DESCRIPTION

Height: 5' 9"
Weight: 170 lbs.
Eyes: Brown
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Flight speed: Sub-light speed
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Basic streetfighting techniques
Special skills: Bilingual in Spanish and English
Superhuman physical powers: Aside from the above listed attributes, the Living Lightning has the ability to transform his body into electrical plasma, in which form he can fly, generate electrical power as shocks or bolts of current up to 15,000,000 volts, and surround himself with a protective electrical force field
Superhuman mental powers: Ability to control his body while composed of electrical plasma, at which time his mind exists only in astral form
Special limitations: None known
Source of superhuman powers: Absorb-

ed energy from experimental lightning weapon

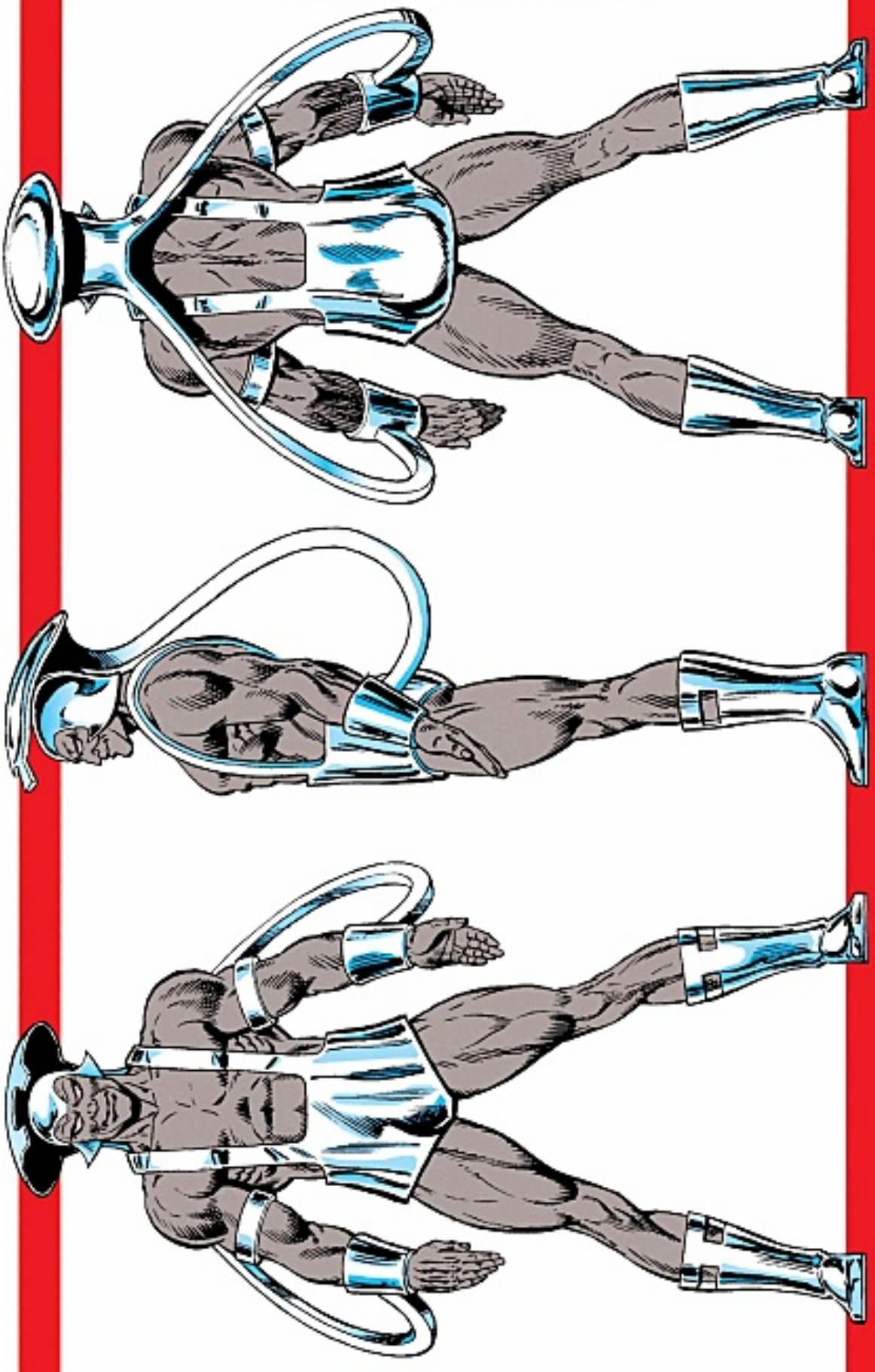
PARAPHERNALIA

Costume specifications: Unstable molecule fabric, outfitted with special units that allow him to regain human form.
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Flight under own power, Avengers quinjet
Design and manufacture of paraphernalia: (costume) Dr. Demonicus, later refinements by Dr. Pym, (quinjet) Tony Stark

BIBLIOGRAPHY

First appearance: AVENGERS WEST COAST #63
Origin issue: AVENGERS WEST COAST #63
Significant issues: TALES TO ASTONISH #97-99 (father a member of the Legion of the Living Lighting, father battled the Hulk; Legion destroyed and father killed); AVENGERS WEST COAST #63 (gained superhuman powers, battled Human Torch I, Dr. Pym, and the Wasp); AVENGERS WEST COAST #70, 72-73 (captured by Dr. Demonicus; joined Pacific Overlords); AVENGERS WEST COAST #74 (aided Avengers West Coast against Pacific Overlords, joined Avengers West Coast); AVENGERS WEST COAST #75 (alongside Avengers West Coast and Fantastic Four, encountered Arkon and Thundra); AVENGERS WEST COAST ANNUAL #6 (alongside Avengers, Mole Man, Tyrannus, and Grotesk, battled Deviants); AVENGERS WEST COAST #76-79 (alongside Avengers West Coast and Dr. Strange, battled Hangman II, Night Shift, and Satannish); AVENGERS WEST COAST ANNUAL #7/IRON MAN ANNUAL #13 (alongside Avengers West Coast and Darkhawk battled Professor Power's forces); AVENGERS WEST COAST #80/AVENGERS #345/QUASAR #33/WONDER MAN Vol. 2 #8/MIGHTY THOR #446/AVENGERS WEST COAST #82/WONDER MAN Vol. 2 #9/AVENGERS #347 (alongside Avengers, took part in the Kree-Shi'ar War); AVENGERS WEST COAST #84-86 (alongside Avengers West Coast and Spider-Man, battled Death-Web); FANTASTIC FOUR #368-369 (alongside Avengers and other heroes, battled Magus I); AVENGERS WEST COAST #88 (decided to become Avengers reservist while attending college)

LIVING MONOLITH™



LIVING MONOLITH

BIOGRAPHICAL DATA

Real name: Ahmet Abdol
Other current aliases: The Living Planet (not to be confused with Ego the Living Planet)
Former aliases: The Living Pharaoh
Dual identity: Publicly known
Current occupation: Planetary body
Former occupation: Student, archeologist, Egyptologist, terrorist, messiah
Citizenship: Egypt
Legal status: Criminal record in the U.S. and Egypt
Place of birth: Cairo, Egypt
Marital status: Widowed
Known relatives: Filene Abdol (wife, deceased), Salome Abdol (Faya Sahid, daughter, deceased), Plasma (Leila O'Toole, niece), various unnamed nieces and nephews (some deceased)
Known confidants: (former) Filene Abdol (deceased),
Known allies: The Cult of the Living Pharaoh
Major enemies: Havok, the X-Men, the Sentinels, the Living Mummy, Spider-Man, Thor I, Luke Cage, Iron Fist, the Fantastic Four, the Avengers
Usual base of operations: An unknown solar system
Former bases of operations: An underground laboratory in the Nile Valley, Egypt; an underground complex beneath Cairo, Egypt
Current group membership: None
Former group membership: Leader of the Cult of the Living Pharaoh
Extent of education: Ph.D. in archeology

PHYSICAL DESCRIPTION

Height: (normally) 6', (Living Monolith) Variable, usually 33', (as Living Planet) Unrevealed
Weight: (normally) 185 lbs., (Living Monolith) Variable, usually 68.4 tons, (as Living Planet) Unrevealed
Eyes: (normally) Brown, (Living Monolith) Iridescent
Hair: (normally) Bald, formerly brown, (Living Monolith) None
Other distinguishing features: (Living Monolith) Grey skin

POWERS AND ABILITIES

Intelligence: Gifted
Strength: (normal size) Normal, (Living Monolith) Superhuman Class 50
Speed: (normal size) Normal, (Living Monolith) Superhuman
Stamina: (normal size) Normal, (Living Monolith) Superhuman
Durability: (normal size) Normal, (Living Monolith) Metahuman
Agility: Normal
Reflexes: Normal
Fighting skills: Minimal; relied on superhuman abilities in combat
Special skills and abilities: Expert archeologist and Egyptologist; advanced student

of geneology, human mutation, and the effects of cosmic radiation

Superhuman physical powers: Aside from the above listed attributes, as the Living Pharaoh he had the ability to absorb energy from cosmic rays, thus transforming himself into the Living Monolith. As the Living Monolith he had the ability to emit cosmic energy as blasts of concussive force from his eyes

Superhuman mental powers: None

Special limitations: Abdol could only utilize his mutant powers as the Living Monolith and could transform into the Living Monolith only when cosmic radiation was channeled into his body through a focusing medium, such as the Cheops Crystal, or when cosmic radiation was prevented from reaching his counterpart, Havok (Alex Summers)

Source of superhuman powers: Genetic mutation

PARAPHERNALIA

Costume specifications: Body armor of unknown materials

Personal weaponry: (as Living Pharaoh) A hand-held ankh capable of projecting bursts of concussive force, (as Living Monolith) None

Special weaponry: None

Other accessories: None

Transportation: (as Living Pharaoh) Hovercraft, (as Living Monolith) usually on foot

Design and manufacture of paraphernalia: Unrevealed members of the Cult of the living Pharaoh

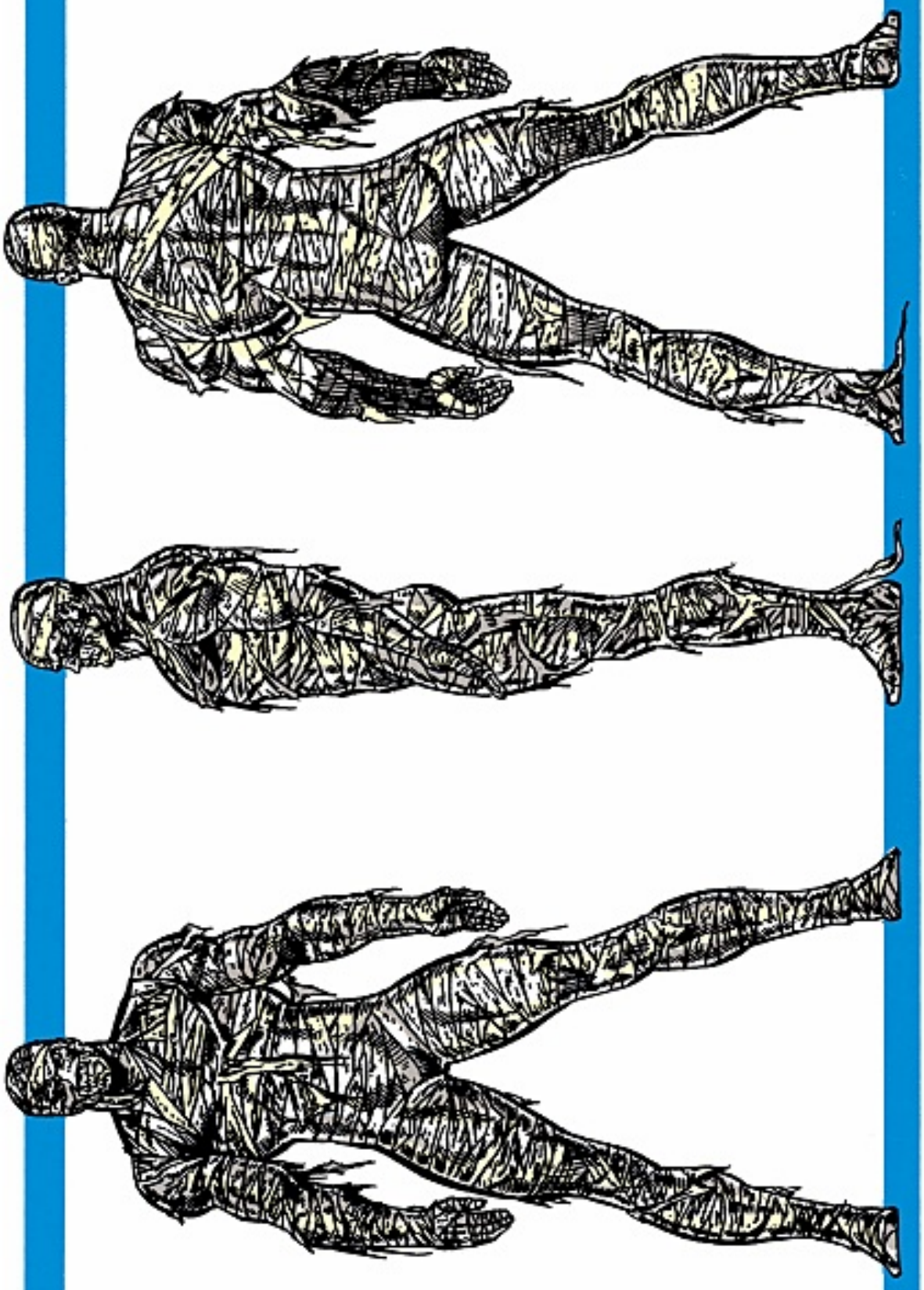
BIBLIOGRAPHY

First appearance: (as Living Pharaoh) X-MEN Vol. 1 #54, (as Living Monolith) X-MEN Vol. 1 #56

Origin issue: MARVEL GRAPHIC NOVEL #17, X-MEN Vol. 1 #54-56

Significant issues: X-MEN Vol. 1 #54-55 (as the Living Pharaoh, abducted Alex Summers, battled the X-Men); X-MEN Vol. 1 #56-57 (first became Living Monolith, battled X-Men); X-MEN Vol. 1 #58-60 (captured by the Sentinels, escaped); SUPERNATURAL THRILLERS #9 (stole the ruby scarab, battled the Living Mummy), MARVEL TEAM-UP #69-70 (abducted Havok; as Living Monolith, battled Spider-Man and Thor); POWER MAN AND IRON FIST #56-57 (using Cheops Crystal, became Living Monolith; battled Luke Cage, Iron Fist, Cyclops, Storm, and Nightcrawler); MARVEL GRAPHIC NOVEL #17 (abducted Mr. Fantastic, Invisible Woman, and Human Torch II to absorb cosmic radiation from their bodies; battled the Avengers and Spider-Man; carried into another solar system by Thor's hammer, became a "living planet")

LIVING MUMMY



LIVING MUMMY

BIOGRAPHICAL DATA

Real name: N'Kantu
Other current aliases: None
Former aliases: None
Dual identity: None
Current occupation: Wanderer
Former occupation: Warrior; king; slave
Citizenship: None
Legal status: None
Place of birth: Nation of Swarilis, Northern Africa
Marital status: Widower
Known relatives: T'Chombi (father, deceased), V'Leema (wife, deceased)
Known confidants: None
Known allies: The Thing
Major enemies: High Priest Nephrus, the Elementals
Usual base of operations: Gaza Strip, Egypt
Former bases of operations: Northern Africa, Egypt
Current group membership: None
Former group membership: Chieftain of the Swarili tribe
Extent of education: UNrevealed

PHYSICAL DESCRIPTION

Height: 7' 6"
Weight: 650 lbs.
Eyes: Brown
Hair: None
Other distinguishing features: The Living Mummy's body is swathed in ceremonial bandages; although removable, the flesh beneath is withered and unsightly

POWERS AND ABILITIES

Intelligence: Above normal
Strength: Superhuman Class 10
Speed: Below normal
Stamina: Enhanced human
Durability: Superhuman
Agility: Below normal
Reflexes: Below normal
Fighting skills: Combat skills of the Swarili warrior class, some of which are enhanced by his mummified condition; others of which are diminished
Special skills and abilities: Unrevealed
Superhuman physical powers: Super-

human strength and durability; virtual immortality and lack of need for food, water or sleep

Superhuman mental powers: None

Special limitations: Extreme sensitivity to any dehydrative process which interferes with the preservative fluid in his veins; it is unknown whether or not prolonged exposure would result in death, or immobility until his body regenerated more of the fluid. Since his body no longer produces saliva, the Living Mummy's throat is very dry, and he can speak only with great difficulty

Source of superhuman powers: Transfusion of an unknown embalming fluid by the Egyptian high priest Nephrus

PARAPHERNALIA

Costume specifications: Egyptian ceremonial burial wrappings

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Usually shambling under his own power

Design and manufacture of paraphernalia: None

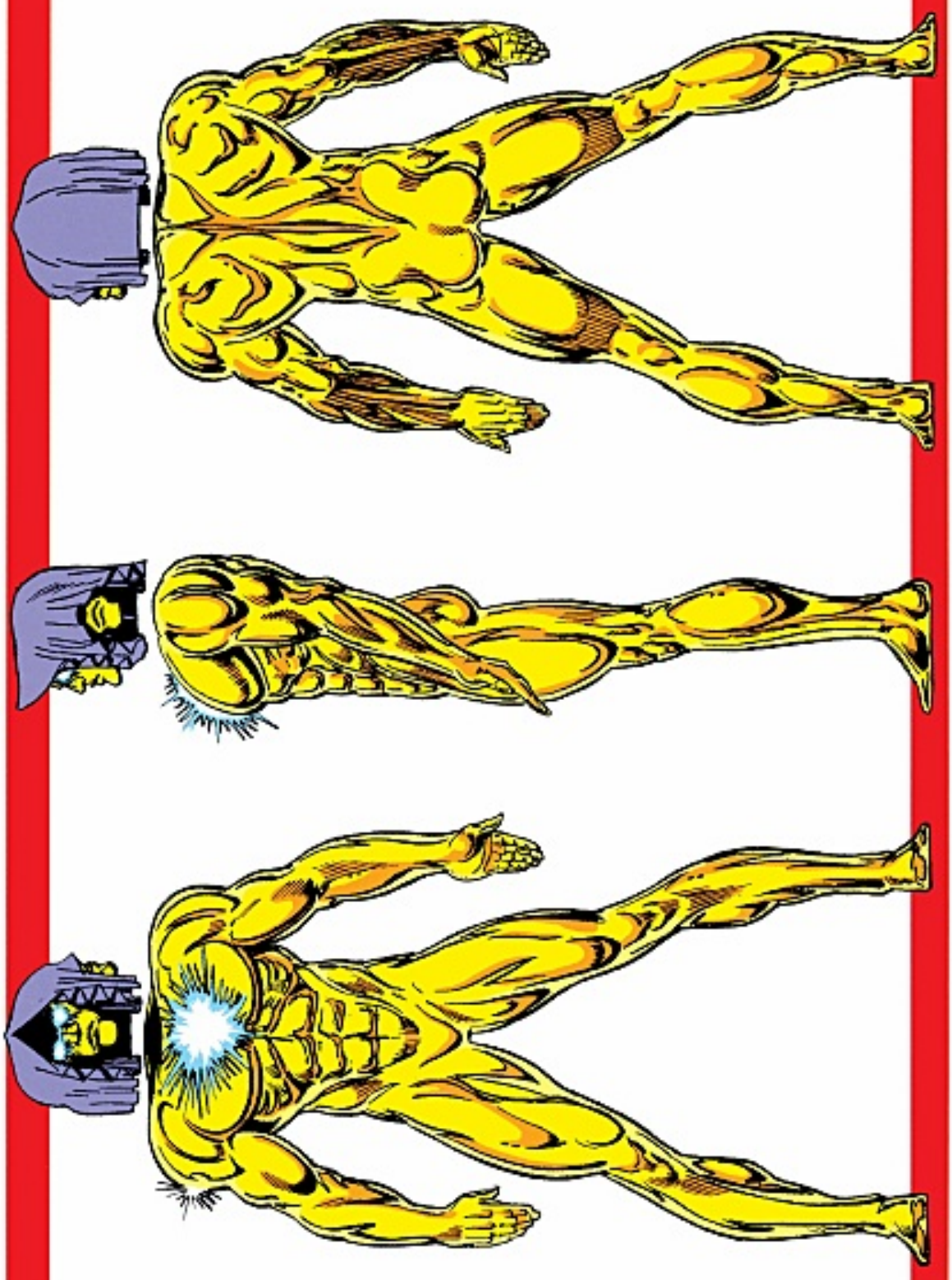
BIBLIOGRAPHY

First appearance: SUPERNATURAL THRILLERS #5

Origin issue: SUPERNATURAL THRILLERS #5

Significant issues: SUPERNATURAL THRILLERS #5 (enslaved, embalmed, and buried alive by Nephrus, high priest of the Pharaoh Arem-Set, inexplicably revived 3000 years later, electrocuted into unconsciousness); SUPERNATURAL THRILLERS #7 (revived in New York City); SUPERNATURAL THRILLERS #8 (teleported to the dimension of the Elementals, ordered to find the ruby scarab); SUPERNATURAL THRILLERS #9 (battled Prof. Abdol, the Living Pharaoh); SUPERNATURAL THRILLERS #12-15 (battled the Elementals, vanquished them with the aid of the Scarab); MARVEL TWO-IN-ONE #95 (joined Thing in battle against Nephrus); CAPTAIN AMERICA #361 (encountered Captain America during the Bloodstone hunt, revealed to possess one of the Bloodstone fragments, surrendered it)

LIVING TRIBUNAL™



LIVING TRIBUNAL

BIOGRAPHICAL DATA

Real name: None known, perhaps inapplicable
Other current aliases: None known
Former aliases: None
Dual identity: Inapplicable; the general populace of Earth is unaware of the Living Tribunal's existence
Current occupation: Acting guardian and judge to safeguard the multiverse from imbalances of mystical forces. It will act to prevent one universe from amassing more concentrated mystical power than another, or to prevent a dangerous imbalance between "good" and "evil" mystical forces within a single universe.
Former occupation: None known, perhaps inapplicable
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: None known, perhaps inapplicable
Marital status: Inapplicable
Known relatives: Probably inapplicable
Known confidants: None
Known allies: Doctor Strange
Major enemies: Nebulos (apparently deceased)
Usual base of operations: The multiverse
Former bases of operations: Unrevealed, perhaps inapplicable
Current group membership: None
Former group membership: None
Extent of education: Unrevealed, perhaps inapplicable

PHYSICAL DESCRIPTION

Height: Inapplicable; the Living Tribunal appears to Earth humans as a giant.
Weight: Inapplicable
Eyes: No visible pupils or irises
Hair: None known
Other distinguishing features: Living Tribunal is a conceptual being who embodies the principles of balance and justice and who manifests itself to Earth humans as a gigantic humanoid being with yellow skin whose head has three faces and floats above its shoulders, unconnected to them. The three faces represent three sides of the Tribunal's personality. The front face, through which it usually speaks, represents equity. The fully hooded face on the right side of its head stands for necessity. The half-hooded face on the left side of its head stands for just revenge. Beneath the veil over the back of his head there appears to be nothingness. The Tribunal's hands and feet do not have separate appendages. Its body lacks sexual organs. A bright light shines from its chest. It is not known whether this is the Living Tribunal's true form, or if it even has a true form. The form described above may be merely that of a "manifestation-body" ("M-body") representing the Tribunal, such as appeared in QUASAR #37-38.

POWERS AND ABILITIES

Intelligence: Immeasurable

Strength: Incalculable
Speed: Possibly unlimited
Stamina: Immeasurable
Durability: Totally indestructible
Agility: Metahuman
Reflexes: Metahuman
Fighting skills: Inapplicable
Special skills and abilities: The Living Tribunal possesses an intellect that can survey and study the entire multiverse at once and evaluate the extraordinary amounts of information he thereby receives.
Superhuman physical powers: Virtually unlimited power to generate and manipulate energy. He can turn a star into a supernova with a single force bolt.
Superhuman mental powers: Virtually unlimited psionic power
Special limitations: None known
Source of superhuman powers: Unrevealed

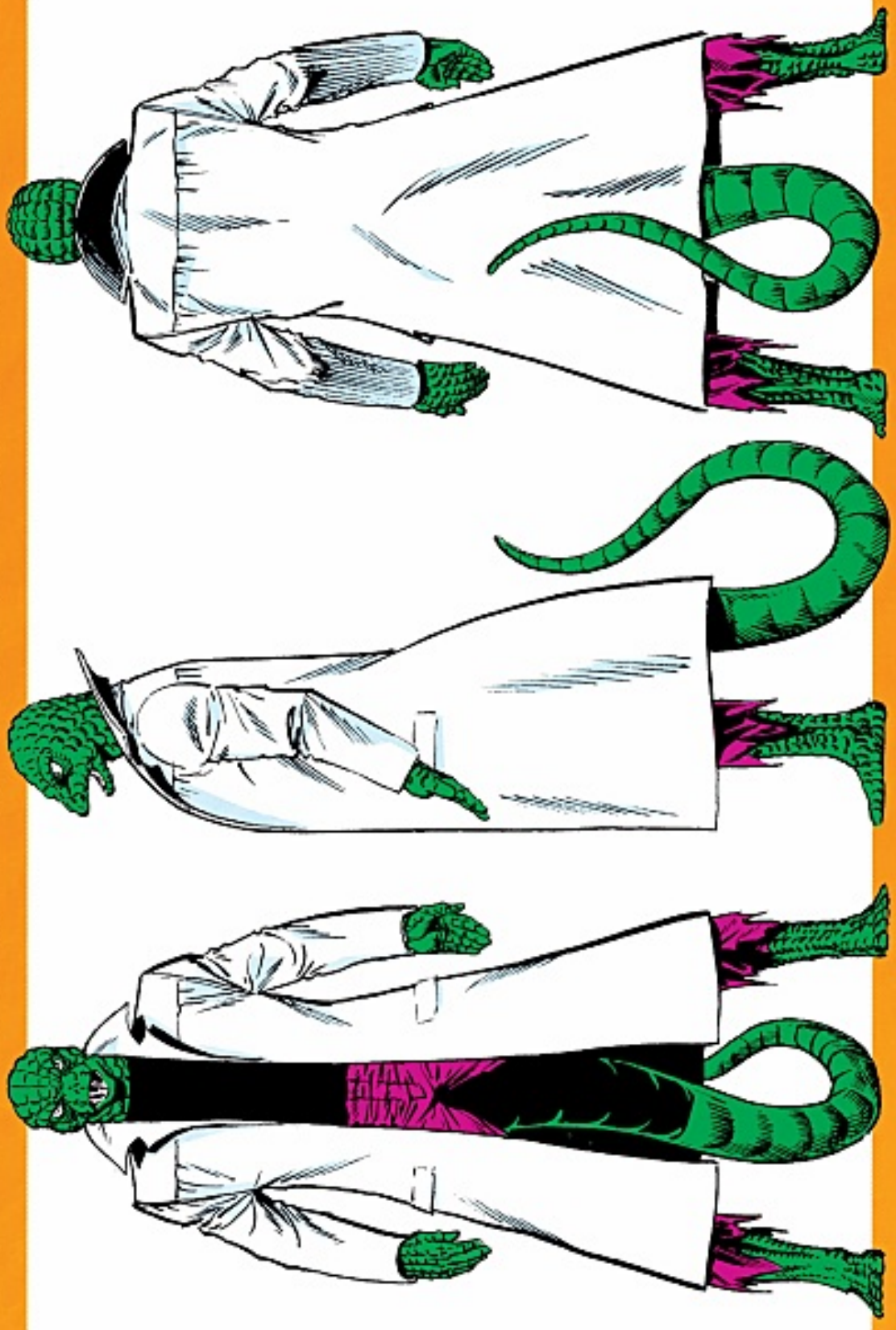
PARAPHERNALIA

Costume specifications: Inapplicable, except for the Tribunal's veil, which is made of an unknown fabric if it has any physical reality
Personal weaponry: Inapplicable
Special weaponry: Inapplicable
Other accessories: Inapplicable
Transportation: Self-teleportation through own power
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: STRANGE TALES Vol. 1 #157
Origin issue: The Living Tribunal's origin is as yet unrevealed.
Significant issues: STRANGE TALES Vol. 1 #157-158, 160 (first encountered Doctor Strange, threatened to destroy Earth unless Strange put an end to the recent outbreak of evil magical power); STRANGE TALES Vol. 1 #163 (battled Nebulos, was aided by Doctor Strange in defeating Nebulos, spared Earth from destruction); SECRET WARS II #6 (encountered the Beyonder); SILVER SURFER Vol. 3 #31 (confronted the Silver Surfer and the Stranger, briefly made the Silver Surfer one with the universe); QUASAR #26 (attended Eon's funeral); INFINITY GAUNTLET #3 (petitioned by Eternity to take action against Thanos, refused); WARLOCK & THE INFINITY WATCH #1 (judged Adam Warlock unfit to wield the Infinity Gauntlet); INFINITY WAR #3-5 (was petitioned by Galactus to overturn his ruling that the Infinity Gems cannot be used as one)
Note: Although the Living Tribunal has suggested that the Stranger was somehow once a part of him, there is as yet no evidence that this is literally true.

LIZARD™



LIZARD

BIOGRAPHICAL DATA

Real name: Curtis Connors
Other current aliases: None
Former aliases : None
Dual identity: Secret
Current occupation: Research technologist
Former occupation: Army surgeon
Citizenship: United States of America
Legal status: No criminal record
Place of birth: Coral Gables, Florida
Marital status: Married
Known relatives: Martha Connors (wife), Billy Connors (son)
Known confidants: (as Connors) Martha Connors, Spider-Man
Known allies: (as Connors) Spider-Man; (as the Lizard) the Iguana, Calypso
Major enemies: (as Connors) Silvermane, Man-Mountain Marko; (as the Lizard) Spider-Man, the Human Torch; (both) the Owl, Morbius, Stegron
Usual base of operations: New York City
Former base of operations: West Palm Beach, Florida
Current group membership: None
Former group membership: None
Extent of education: Medical school graduate

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 175 lbs.
Eyes: (as Connors) Blue, (as Lizard) Red
Hair: (as Connors) Brown, (as Lizard) None
Other distinguishing features: When transformed into the Lizard, Curt Connors becomes a humanoid reptile, complete with scaly green skin and a tail

POWERS AND ABILITIES

Intelligence: (Connors) Gifted; (Lizard) Non-sentient, formerly normal
Strength: (Connors) Normal; (Lizard) Superhuman Class 10
Speed: (Connors) Normal; (Lizard) Superhuman
Stamina: (Connors) Normal; (Lizard) Superhuman
Durability: (Connors) Normal; (Lizard) Metahuman regenerative
Agility: (Connors) Normal; (Lizard) Superhuman
Reflexes: (Connors) Normal; (Lizard) Superhuman
Fighting skills: None
Special skills and abilities: Extensive knowledge of biochemistry and herpetology (the study of reptiles)
Superhuman physical powers: In addition to the superhuman attributes listed above, the Lizard is able to whip his tail at speeds of up to 70 miles per hour, and his hands and feet covered with scores of tiny claws to create adhesive pads like those of a gecko lizard, enabling him to scale sheer surfaces.
Superhuman mental powers: Limited

telepathic ability to mentally communicate and command reptiles within a 1 mile radius.

Special limitations: The Lizard, like all reptiles, is cold-blooded and is therefore extremely sensitive to drops in temperature; a sufficiently cold environment will cause his metabolism to slow drastically and become dormant.

Source of superhuman powers: Mutagenic chemicals

PARAPHERNALIA

Costume specifications: Conventional attire

Personal weaponry: None

Special weaponry: None

Other accessories: Curt Connors employs a variety of scientific apparatus in his research, particularly those items necessary for biochemistry

Transportation: Various; the Lizard has demonstrated a preference for traveling through the New York City sewer system

Design and manufacture of paraphernalia: Various

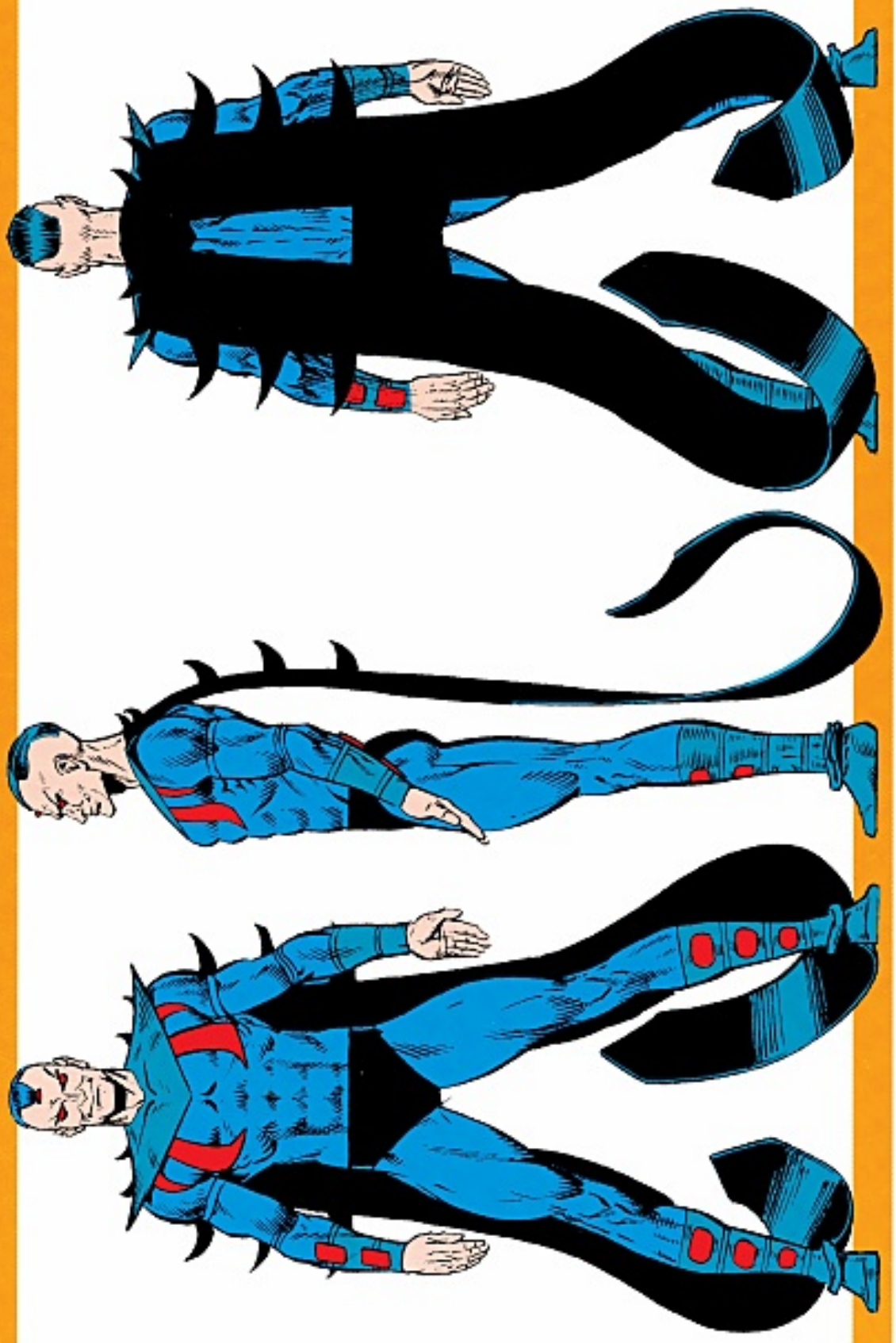
BIBLIOGRAPHY

First appearance: AMAZING SPIDER-MAN #6

Origin issue: AMAZING SPIDER-MAN #6

Significant issues: AMAZING SPIDER-MAN #6 (transformed into the Lizard; battled Spider-Man who restored him to normal); AMAZING SPIDER-MAN #43-45 (as Connors, aided Spider-Man in defeating the Rhino, but accidentally transformed into the Lizard, restored by Spider-Man); AMAZING SPIDER-MAN #73-74 (kidnaped and forced to create rejuvenation serum for Silvermane); AMAZING SPIDER-MAN #75-76 (stress caused Connors to transform; sought death of Spider-Man); AMAZING SPIDER-MAN #77 (battled Spider-Man and the Human Torch; restored to normal by Spider-Man); AMAZING SPIDER-MAN #102 (bite from Morbius endowed the Lizard with Connors personality); MARVEL TEAM-UP #19-20 (aided Spider-Man, Ka-Zar, and the Black Panther against Stegron); AMAZING SPIDER-MAN #150 (determined that Spider-Man was not a clone); AMAZING SPIDER-MAN #165-166 (temporarily teamed with Stegron against Spider-Man); MARVEL SUPER HEROES SECRET WARS #1-12 (refused to participate on either side of the conflict); SPECTACULAR SPIDER-MAN #127 (altered by interdimensional teleportation so that Connors' mind presided over the Lizard; battled the Owl alongside Spider-Man); AMAZING SPIDER-MAN #313 (mystical activity during the Inferno crisis once again brought the Lizard's bestial nature to the fore; Spider-Man cured him again); SPIDER-MAN #1-5 (rampaged mindlessly under the control of Calypso; Spider-Man assumed he perished under Calypso's spell)

LLAN THE SORCERER™



LLAN THE SORCERER

BIOGRAPHICAL DATA

Real name: Llan
Other current aliases: The Sorcerer, Dexter Rayne
Former aliases: Unknown
Dual identity: None; the general populace of Earth is unaware of Llan's existence.
Current occupation: Would-be conqueror
Former occupation: None
Citizenship: None
Legal status: None
Place of birth: Unrevealed
Marital status: Single
Known relatives: None
Known confidants: None
Known allies: None
Major enemies: Talisman, Tribe of the Moon, Alpha Flight, Dr. Strange
Usual base of operations: Mobile
Former bases of operations: Mobile
Current group membership: None
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: Variable, normally 6' 3"
Weight: Variable, normally 185 lbs.
Eyes: Red
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Incalculable
Speed: Enhanced human
Stamina: Immeasurable
Durability: Godlike
Agility: Superhuman
Reflexes: Metahuman
Fighting skills: No formal training as the scope of his powers makes hand-to-hand combat unnecessary.
Special skills and abilities: Vast knowledge of magical lore
Superhuman physical powers: Virtually unlimited ability to manipulate the forces of magic for a variety of effects, including interdimensional teleportation, size transformations, time travel, transmutations, energy manifestations such as powerful concussive blasts, etc.
Superhuman mental powers: Telepathy, illusion-casting
Special limitations: The Sorcerer can only manifest himself on Earth during a certain planetary conjunction which occurs once every 10,000 years, and then cannot initiate any action against the Earth unless first attacked by the forces of light, usually personified by the Talisman.
Source of superhuman powers: Manipulation of the forces of magic

PARAPHERNALIA

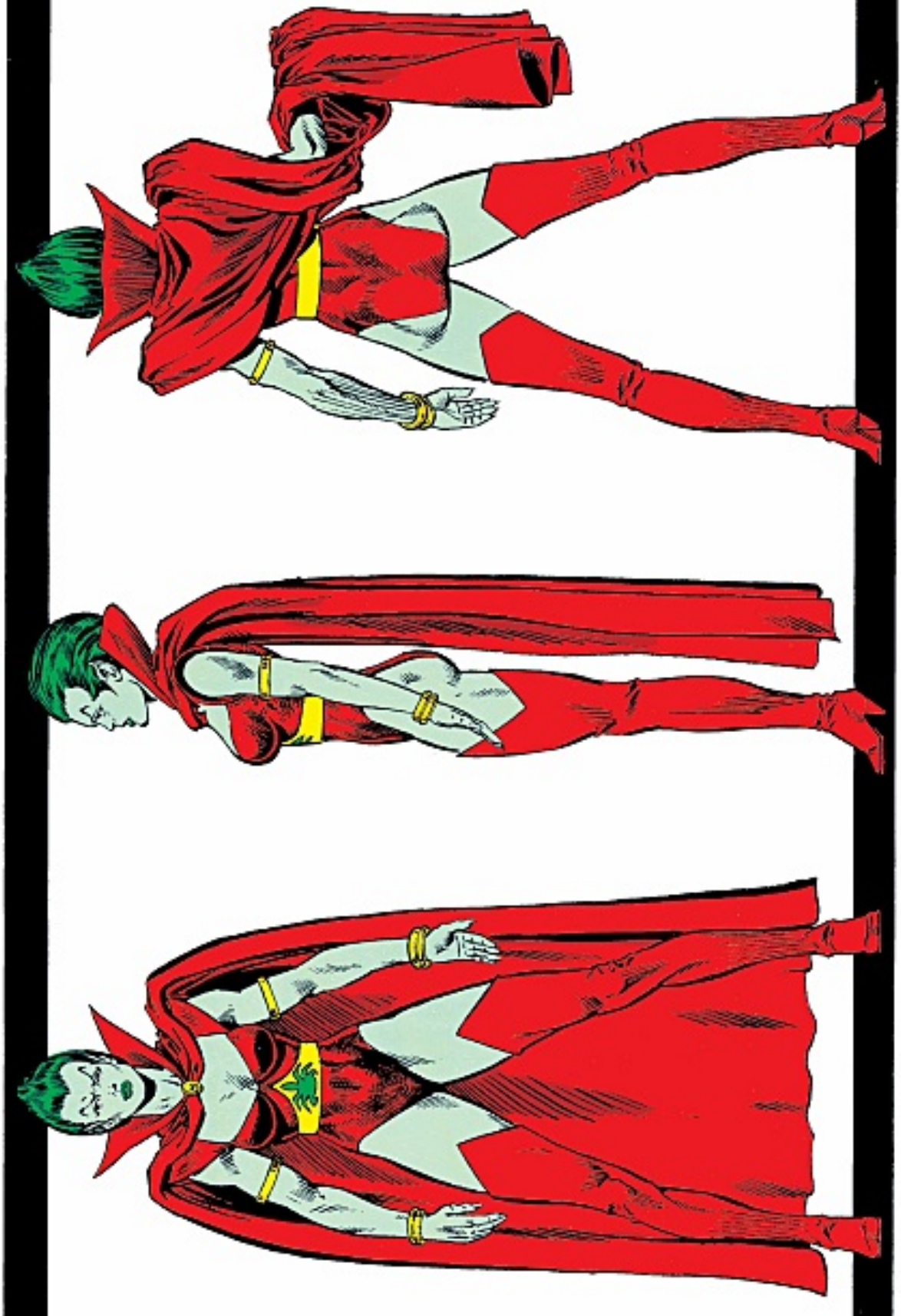
Costume specifications: Unknown
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Interdimensional telepor-

tation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: ALPHA FLIGHT #71
Origin issue: Llan's origin is as yet unrevealed.
Significant issues: ALPHA FLIGHT #71 (possessed accountant Dexter Rayne, forced him to conduct sacrificial ritual returning Llan to life on Earth, attacked Talisman and Heather Hudson); ALPHA FLIGHT #72 (transported Alpha Flight to an alien dimension, defeated them and abandoned them there); ALPHA FLIGHT #76 (through a human pawn, attacked Montreal, battled Gamma Flight and Alpha Flight); ALPHA FLIGHT #79-80 (during the events of "Acts of Vengeance," recruited Nekra, Scorpion, Asp, and Owl to battle Alpha Flight and Gamma Flight); ALPHA FLIGHT #83 (defeat and banishment by the original Talisman and the Tribe of the Moon recounted); ALPHA FLIGHT #84 (framed Alpha Flight for crimes, fomented battle between Alpha Flight and Gamma Flight; opened the Gateway of Night, unleashing his forces on Earth); ALPHA FLIGHT #85 (alongside demon forces, battled Alpha Flight, Gamma Flight, and Canadian Army); ALPHA FLIGHT #86 (defeated when Talisman and Dr. Strange opened the Gateway of Day, releasing the armies of the light; levied curses on Alpha Flight before being banished for another 10,000 years)

LLYRA™



LLYRA

BIOGRAPHICAL DATA

Real name: Llyra Morris
Other current aliases: None
Former aliases: Laurie Morris
Dual identity: Currently none
Current occupation: Professional subversive, high priestess of Set
Former occupation: Ruler of Lemuria
Citizenship: Exiled citizen of Lemuria
Legal status: No criminal record on surface world, convicted of treason in Lemuria
Place of birth: Milolii, Hawaii
Marital status: Widowed
Known relatives: Rhonda Morris (mother), Llyron (father), Prince Merro (husband, deceased), Naga (father-in-law)
Known confidants: None
Known allies: Tiger Shark, Byrrah, Wizard, Sandman, Trapster, Lord Ghaur, Set
Major enemies: Namor the Sub-Mariner
Usual base of operations: Mobile
Former bases of operations: Kingdom of Lemuria
Current group membership: None
Former group membership: The Frightful Four
Extent of education: High school graduate

PHYSICAL DESCRIPTION

Height: 5' 11"
Weight: 220 lbs.
Eyes: Green
Hair: Green
Other distinguishing features: Llyra's skin is light green.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Superhuman Class 10
Land speed: Peak human
Water speed: Enhanced human
Stamina: Enhanced human
Durability: Superhuman
Agility: Peak human
Reflexes: Peak human
Fighting skills: Limited knowledge of hand-to-hand combat
Special skills and abilities: None
Superhuman physical powers: Can breathe underwater and withstand the extreme water pressure and freezing temperatures of the sea; can alter her skin pigmentation, enabling her to look like a human, Atlantean, or Lemurian
Superhuman mental powers: Psionic control over certain orders of marine life
Special limitations: None
Source of superhuman powers: Llyra is a member of the Lemurian branch of the *Homo Mermanus* race whose shape-changing powers are a mutant ability.
Note: Llyra temporarily possessed certain hypnotic powers conferred upon her by the Serpent God Set.

PARAPHERNALIA

Costume specifications: Bulletproof fabric
Personal weaponry: None

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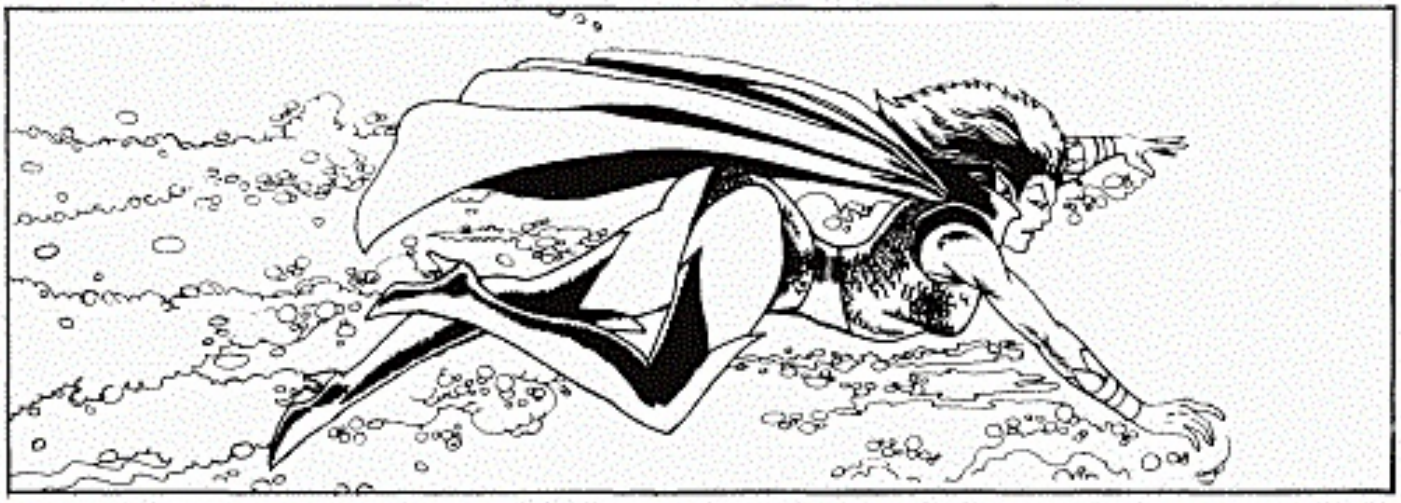
Special weaponry: Various Atlantean and surface world armament
Other accessories: None
Transportation: Usually swims under own power, occasionally employs sub-sea crafts, once used Wizard's anti-gravity discs for flight
Design and manufacture of paraphernalia: The Wizard, others

BIBLIOGRAPHY

First appearance: SUB-MARINER #32
Origin issue: SUB-MARINER #32
Significant issues: SUB-MARINER #32 (usurped and then lost the throne of Lemuria, apparently killed in landslide); SUB-MARINER #36 (brought back to life by her mother, kidnaped Lady Dorma, and tried to trick Namor into marriage); SUB-MARINER #37 (killed Lady Dorma after her marriage plans were thwarted); SUB-MARINER #44 (teamed with Tiger Shark and Lymondo to hunt Namor); SUB-MARINER #45 (captured Namor's friend Diane Arliss and Namor's father Leonard Mackenzie); SUB-MARINER #46 (accessory to Tiger Shark's murder of Leonard Mackenzie); SUB-MARINER #50 (allied with Byrrah, Llyra battled Namor, disappeared down oil spring); SUB-MARINER #51 (Llyra's poisoning of Namora revealed), AMAZING SPIDER-MAN #214 (revealed to have survived, freed Wizard, Sandman, and Trapster from prison); AMAZING SPIDER-MAN #215 (as part of Frightful Four, battled Namor and Spider-Man, taken captive by Namor); SILVER SURFER ANNUAL #2 (allied with Deviant Lord Ghaur to bring about reign of Set), IRON MAN ANNUAL #10 (Llyra and Ghaur recruited Krang and Attuma for scheme); AMAZING SPIDER-MAN ANNUAL #22 (Ghaur and Llyra reconstruct Serpent Crown), FANTASTIC FOUR ANNUAL #23 (sacrifice of seven superhuman females thwarted, Llyra and Ghaur battled Namor, the Fantastic Four, and the Avengers, Llyra teleported away, new Serpent Crown buried in subsea fissure)



LOCKJAW™

LOCKJAW

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: "Sparky"
Former aliases : None known
Dual identity: Known to the Inhumans, but most of the general populace of Earth is unaware of his existence
Current occupation: Escort to the Royal Family of the Inhumans
Former occupation: Unrevealed
Citizenship: City of Attilan, the Blue Area of Earth's Moon
Legal status: No criminal record
Place of birth: Island of Attilan, Atlantic Ocean
Marital status: Perhaps inapplicable
Known relatives: None
Known confidants: Crystal, Black Bolt, Medusa, the Thing
Known allies: The Royal Family of the Inhumans, the Fantastic Four, Wyatt Wingfoot, the Avengers, Lucas Jackson, Officer George Hill of the NYPD
Major enemies: Maximus, the Kree, the Trikon, the Seeker (deceased), the "Evil Inhumans", Diablo, Omega I, the Enclave, Ultron, Shatterstar I
Usual base of operations: City of Attilan, the Blue Area of Earth's Moon; Avengers Mansion, New York City
Former base of operations: Island of Attilan, Atlantic Ocean; City of Attilan, Himalayan Mountain Range, China; an unnamed island of exile, Atlantic Ocean
Current group membership: The Royal Family of the Inhumans
Former group membership: None
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' (at the shoulder)
Length: 6' 8" (from muzzle to hock)
Weight: 1,240 lbs.
Eyes: Brown
Hair: Brown
Other distinguishing features: Small two-pronged antennae on forehead, extraordinarily large head (40" from flews to dome) and mouth

POWERS AND ABILITIES

Intelligence: Normal
Strength: Enhanced human, (jaw muscles) Superhuman Class 90
Speed: Enhanced human
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Enhanced human
Fighting skills: Skilled combatant; relies on superhuman strength (canine form precludes normal hand-to-hand combat)
Special skills and abilities: None known
Superhuman physical powers: Aside from the above listed attributes, none
Superhuman mental powers: Ability to teleport himself and up to 1 ton of physically adjacent additional mass across space (from a minimum distance of 10' to a maxi-

mum known distance of 240, 000 miles) or interdimensionally; ability to psionically trace a given "scent" across dimensional space

Special limitations: Like all Inhumans, Lockjaw's immune system is weaker than that of an average human.

Source of superhuman powers: Genetically superior Inhuman physiology, enhanced by exposure to the mutagenic Terrigen Mist

PARAPHERNALIA

Costume specifications: None

Personal weaponry: None

Special weaponry: None

Other accessories: None

Transportation: Teleportation under own power

Design and manufacture of paraphernalia: Inapplicable

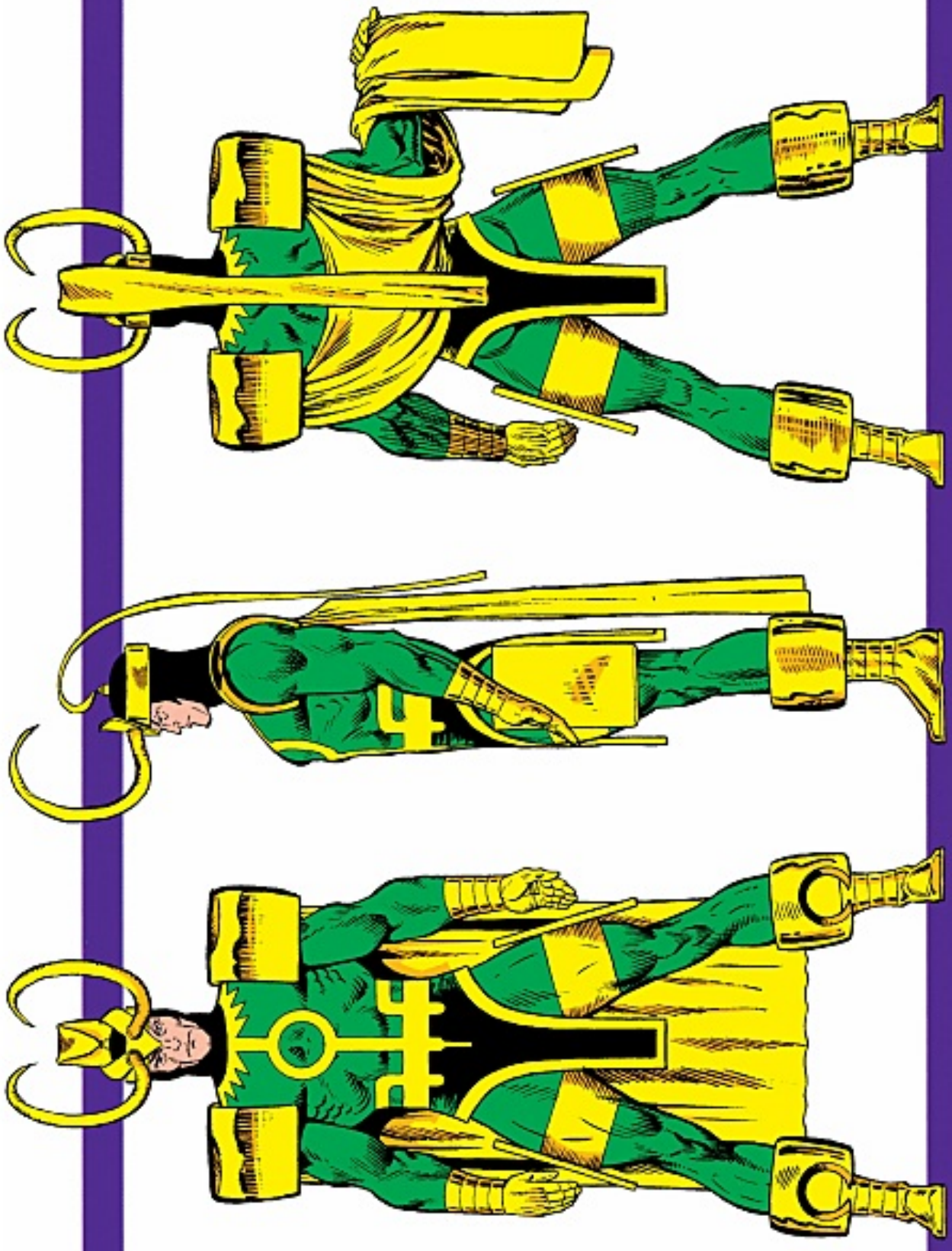
BIBLIOGRAPHY

First appearance: FANTASTIC FOUR #45

Origin issue: Lockjaw's origin is as yet unrevealed.

Significant issues: INHUMANS SPECIAL #1 (with the Inhuman Royal Family, driven into exile from Attilan by Maximus); FANTASTIC FOUR #45-48 (alongside Royal Family, encountered Fantastic Four, returned to Attilan; trapped in Attilan by "negative zone" barrier created by Maximus); FANTASTIC FOUR #55-58/FANTASTIC FOUR ANNUAL #4 (journeyed with Human Torch II and Wyatt Wingfoot in their attempt to breach "negative zone" barrier); FANTASTIC FOUR #61-62 (transported Crystal to New York, brought Triton from Attilan to rescue Mister Fantastic); FANTASTIC FOUR #82 (compelled to return Crystal to Attilan by Maximus); FANTASTIC FOUR #117 (with Crystal, captured by Diablo); AVENGERS #110 (with Crystal, rescued the injured Quicksilver); FANTASTIC FOUR #150 (attended the wedding of Quicksilver and Crystal, helped battle Ultron); FANTASTIC FOUR ANNUAL #12 (brought the Fantastic Four to Attilan to battle Thraxon); THE THING #3 (with the Thing, helped prevent exposure of Luna to Terrigen Mist, apparently revealed that he was sentient to the Thing and was capable of speech); INHUMANS GRAPHIC NOVEL (brought the other Inhumans to Earth in search of Medusa, transported injured Triton back to Attilan); MARVEL COMICS PRESENTS #68 (alongside Officer George Hill, rescued homeless fire victims in New York, captured arsonist); AVENGERS #334 (with Crystal, summoned the Avengers to help battle the Brethren); AVENGERS #336-338 (with the Avengers, battled the Brethren); X-FACTOR #71-72 (brought Quicksilver to Washington D.C. in search of X-Factor II; revealed that evidence of his sentience was a hoax perpetrated on the Thing by Gorgon and Karnak)

LOKI™



LOKI

BIOGRAPHICAL DATA

Real name: Loki Laufeyson
Other current aliases: None
Former aliases : As a shape-changer, Loki has impersonated many individuals and things.
Dual identity: None; Loki is thought to be a mythological character by the general populace of Earth
Current occupation: God of Evil
Former occupation: God of Mischief
Citizenship: Realm of Asgard
Legal status: Extensive criminal record in Asgard, frequently exiled
Place of birth: Jotunheim
Marital status: Separated
Known relatives: Laufey (father, deceased), Farbauti (mother), Sigyn (wife, seperated), Odin, (foster father), Frigga (foster mother), Thor, Vidar (foster brothers), Hela, Fenris, Midgard Serpent (alleged progeny)
Known confidants: None
Known allies: Karnilla, Enchantress, Executioner, Cobra, Mister Hyde, Absorbing Man, Igron, Tyr, Lorelei, Hela, Ulik, Frost giants, Storm giants, (former) Dormammu, "Acts of Vengeance" prime movers (Doctor Doom, Magneto, Red Skull, Mandarin, Wizard, Kingpin)
Major enemies: Thor, Odin, gods of Asgard, the Avengers, the X-Men, the New Mutants, Alpha Flight
Usual base of operations: Skyscraper in New York City
Former bases of operations: A castle on the outskirts of Asgard
Current group membership: None
Former group membership: "Acts of Vengeance" prime movers
Extent of education: Extensive training in the rites of black magic

PHYSICAL DESCRIPTION

Height: 6' 4"
Weight: 525 lbs.
Eyes: Green
Hair: Black-grey
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Genius
Strength: Superhuman Class 50
Speed: Superhuman
Flight speed: Supersonic
Stamina: Superhuman
Durability: Superhuman
Agility: Superhuman
Reflexes: Superhuman
Fighting skills: Expert swordsman
Special skills and abilities: Extensive knowledge of black magical lore
Superhuman physical powers: Aside from the above listed attributes, Loki has the ability to manipulate magical forces for a variety of effects, including teleportation, energy projection, physical malleability, flight, and imbuing objects or beings with specific powers.
Superhuman mental powers: Hypno-

tism, illusion casting, thought-casting, astral projection
Special limitations: None
Source of superhuman powers: Loki is a member of the race of giants of Jotunheim, although not a giant in stature, he possesses physical attributes equal to those of the race of superhumans known as Asgardian which accounts for his physical attributes; his additional abilities are acquired through manipulation of the forces of magic

PARAPHERNALIA

Costume specifications: Alien materials
Personal weaponry: None
Special weaponry: Sword
Other accessories: Various magic items
Transportation: Flight, magical teleportation
Design and manufacture of paraphernalia: Inapplicable

BIBLIOGRAPHY

First appearance: (historical) VENUS #6, (modern) JOURNEY INTO MYSTERY #85
Origin issue: JOURNEY INTO MYSTERY #112-113, 115
Significant issues: JOURNEY INTO MYSTERY #85 (first battled Thor in modern times); AVENGERS #1 (inadvertantly caused the formation of the Avengers); JOURNEY INTO MYSTERY #112 (origin recounted); JOURNEY INTO MYSTERY #114-115 (gave the Absorbing Man superhuman powers and sent him against Thor); THOR #127 (his destiny to be the cause of Ragnarok recounted); THOR #147-152 (returned from exile in space by Odin, stripped of powers and exiled to Earth by Odin, plotted to gain new powers from Karnilla, accidentally resulted in the Wrecker gaining Asgardian powers; fomented battle between Thor and Destroyer animated by Sif); THOR #154-157 (took command of Asgard during Odin-sleep, fled when Asgard invaded by Mangog); THOR #175-177 (usurped throne of Asgard, fled when Asgard invaded by Surtur); THOR #264-266 (usurped throne of Asgard, set Destroyer against Thor); THOR #273-278 (caused temporary death of Balder, attempted to bring about Ragnarok, foiled by Odin); THOR #327 (alongside Tyr and his forces, invad-ed Asgard, then changed sides and aided Odin's forces in defeating Tyr); THOR #353 (alongside Odin and Thor, battled Surtur, witnessed seeming demise of Odin); THOR #364-366 (transformed Thor into a frog); X-MEN & ALPHA FLIGHT #1-2 (involved the X-Men and Alpha Flight in plot to gain favor with Those Who Sit Above in Shadow); AVENGERS #310-313/AVENGERS SPOTLIGHT #26-28/AVENGERS WEST COAST #53-55 (in disguise, formed alliance with the "Acts of Vengeance" prime movers, set in motion plot against Avengers and other heroes; identity revealed, defeated by Avengers); THOR #432 (executed by Thor)

LONGSHOT™

LONGSHOT

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: None known
Former aliases: None known
Dual identity: None, the general populace of Earth does not know that Longshot is an extradimensional being
Current occupation: Adventurer, expectant father
Former occupation: Slave, movie stuntman, rebel leader
Citizenship: "Mojoworld"
Legal status: None on Earth, former renegade slave with a criminal record on his homeworld; criminal record expunged with overthrow of Mojo
Place of birth: "Mojoworld"
Marital status: Cohabits with Dazzler
Known relatives: Alison Blaire (Dazzler, unofficial mate), Shatterstar II (son)
Known confidants: Dazzler, Arize, (former) Ricochet Rita, Quark
Known allies: Dazzler, X-Men, Dr. Strange, Lila Cheney, Mojo II, Roma, (former) Ricochet Rita, Quark
Major enemies: Mojo I, Spiral, Gog III, Gog N'Magog, Adversary, Reavers, Mister Sinister, Juggernaut, Marauders, Brood
Usual base of operations: "Mojoworld" (in another dimension)
Former bases of operations: Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York State; X-Men Australian headquarters
Current group membership: None
Former group membership: X-Men
Extent of education: No conventional education

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 80 lbs
Eyes: Blue
Hair: Blonde
Other distinguishing features: Longshot has only three fingers and a thumb on each hand. Longshot's left eye glows with a bright light when he employs one his superhuman powers.

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Superhuman
Reflexes: Athlete
Fighting skills: Excellent hand-to-hand combatant, trained in unarmed combat as a stuntman on "Mojoworld"
Special skills and abilities: Extraordinary acrobat
Superhuman physical powers: Superhuman agility due to having hollow bones but musculature like an Earthman's
Superhuman mental powers: Ability to effect probability fields in order to give himself "good luck." This power operates even

when Longshot does not consciously will it to do so. Telepathic ability to "read" the recent memories of a person by making physical contact with him or her. Sensitivity to "hearing" the voices of spirits of the dead. Ability to read "psychic imprints" ("psychometry") that people leave on objects they have handled, and thereby learn the thoughts that an individual had while handling the object. Strangely, if a person will handle the object in the future, Longshot, in the present, can read the thoughts that that person will have when handling it in that future time.

Special limitations: By creating "good luck" for himself psionically, Longshot creates an equal and opposite effect elsewhere, thereby creating "bad luck" that may affect someone else or even Longshot himself

Source of superhuman powers: Genetic engineering by Arize

PARAPHERNALIA

Costume specifications: Unknown materials from "Mojoworld"

Personal weaponry: Cleaver-like blades which Longshot can hurl with great accuracy

Special weaponry: None

Other accessories: None

Transportation: Conventional

Design and manufacture of paraphernalia: Unrevealed

BIBLIOGRAPHY

First appearance: LONGSHOT #1

Origin issue: LONGSHOT #1-6

Significant issues: LONGSHOT #1 (rendered amnesiac by Spineless Ones; fled from "Mojoworld" to Earth; was befriended by Ricochet Rita; battled Spiral; defeated Mojo I with aid of Ricochet Rita, Quark, and Doctor Strange; returned to "Mojoworld" with Rita and Quark); UNCANNY X-MEN ANNUAL #10 (sent to Earth with amnesia by Mojo I, joined X-Men); UNCANNY X-MEN #218 (with X-Men, battled Juggernaut); UNCANNY X-MEN #221-222 (alongside X-Men, battled Marauders); UNCANNY X-MEN #225-227(alongside X-Men, died in defeating the Adversary, was restored to life by Roma); UNCANNY X-MEN #229 (alongside X-Men, fought Reavers in Australia); UNCANNY X-MEN #232-234 (alongside X-Men, battled the Brood); UNCANNY X-MEN #238 (with X-Men, invaded Genosha); UNCANNY X-MEN #242 (became Dazzler's lover); X-MEN Vol. 2 #5-7 (was reunited with Dazzler, was teleported with her to "Mojoworld," was captured by Mojo I); X-MEN Vol. 2 #10-11 (with Dazzler, X-Men, and Mojo II lead revolt against Mojo I; learned he and Dazzler were expectant parents)

LORD CHAOS™

LORD CHAOS

BIOGRAPHICAL DATA

Real name: Lord Chaos
Other current aliases: None
Former aliases: None
Dual identity: Inapplicable
Current occupation: Force of Nature
Former occupation: Inapplicable
Citizenship: Inapplicable
Legal status: Inapplicable
Place of birth: Inapplicable
Marital status: Inapplicable
Known relatives: Inapplicable
Known confidants: Inapplicable
Known allies: Master Order
Major enemies: Death, Thanos, Nebula
Usual base of operations: An unnamed extradimensional realm
Former bases of operations: Unrevealed
Current group membership: Inapplicable
Former group membership: Inapplicable
Extent of education: Inapplicable

PHYSICAL DESCRIPTION

Height: Inapplicable
Weight: Inapplicable
Eyes: Inapplicable
Hair: Inapplicable
Other distinguishing features: Lord Chaos is an abstract being who embodies the metaphysical concept of Chaos; as such it has no physical form, although on occasion it has manifested as an image of a disembodied bald inhumanly warped and distorted male head.

POWERS AND ABILITIES

Intelligence: Immeasurable
Strength: Inapplicable
Speed: Inapplicable
Stamina: Inapplicable
Durability: Inapplicable
Agility: Inapplicable
Reflexes: Inapplicable
Fighting skills: Inapplicable
Special skills and abilities: Inapplicable
Superhuman physical powers: Unrevealed; it has been implied that Lord Chaos and its counterpart, Master Order, have vast powers which they use to manipulate events within their sphere of influence in subtle ways. It is known that, through some as yet unknown process, Lord Chaos and Master Order worked together to create the metaphysical being known as the In-Betweener.
Superhuman mental powers: Unrevealed; see above
Special limitations: Unrevealed; see above
Source of superhuman powers: Unrevealed; possibly inapplicable

PARAPHERNALIA

Costume specifications: Inapplicable
Personal weaponry: Inapplicable
Special weaponry: Inapplicable
Other accessories: Inapplicable
Transportation: Inapplicable
Design and manufacture of paraphernа-

lia: Inapplicable

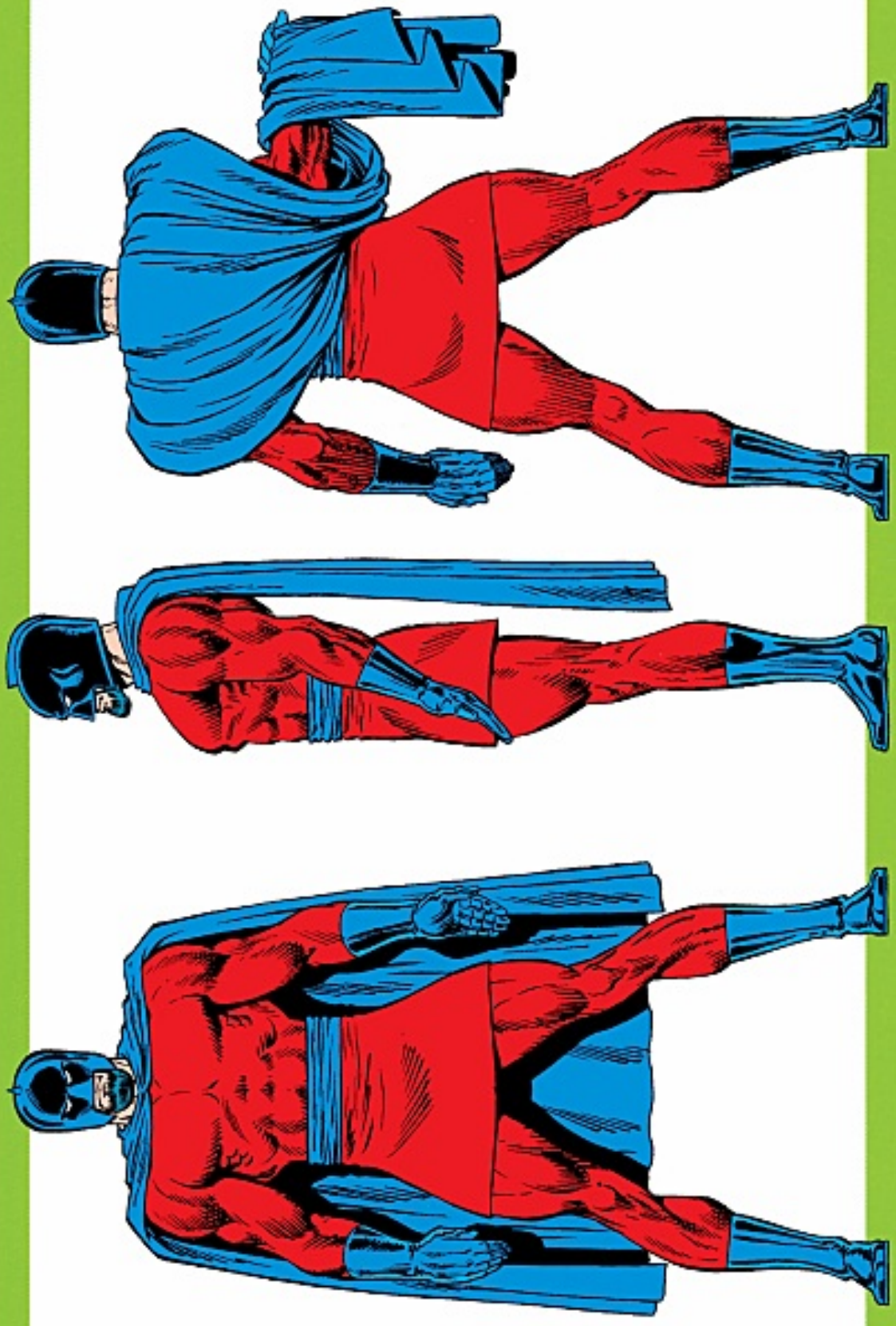
BIBLIOGRAPHY

First appearance: MARVEL TWO-IN-ONE ANNUAL #2

Origin issue: Lord Chaos's origin has yet to be revealed.

Significant issues: MARVEL TWO-IN-ONE ANNUAL #2 (with Master Order, apparently manipulated events involving the Avengers, Spider-Man, the Thing and Warlock in order to bring about the defeat of Thanos); THOR ANNUAL #9 (with Master Order, observed cosmic chess game between Odin and Dormammu); SECRET WARS II #6 (conspired with other metaphysical and "omnipotent" beings against Beyonder); SILVER SURFER Vol. 3 #17-18 (with Master Order, summoned by the Silver Surfer to regain control over the In-Betweener); SILVER SURFER #18 (with Master Order, imprisoned In-Betweener for his transgressions); QUASAR #26 (with Master Order and other abstract beings, attended Eon's funeral); INFINITY GAUNTLET #3 (with Master Order, participated in congress of metaphysical and abstract beings to determine Thanos's fitness to wield the Infinity Gauntlet, chose to join Adam Warlock); INFINITY GAUNTLET #4-5 (with other abstract beings, battled Thanos); INFINITY GAUNTLET #6 (with other abstract beings, battled Nebula); WARLOCK & THE INFINITY WATCH #1 (with other abstract beings, witnessed Adam Warlock's trial to determine his worthiness to wield the Infinity Gauntlet); QUASAR #38 (among group of abstract and omnipotent beings questioning the Beyonder and Dave, as seen from the Dimension of Manifestations)

LUCIFER™



LUCIFER

BIOGRAPHICAL DATA

Real name: Unrevealed
Other aliases at time of alleged death: None
Former aliases : Agent One
Dual identity: The general populace of Earth is unaware of the real Lucifer's existence, although the existence of his human counterparts is publicly known.
Occupation at time of alleged death: None
Former occupation: Advance agent for the invasion of Earth by the Arcane (Quists)
Citizenship: Quistalium
Legal status: Exile
Place of birth: The planet Quistalium, Quistraa star system, Milky Way Galaxy
Place of alleged death: Unrevealed, presumably the "Nameless Dimension" to which he had been exiled
Cause of alleged death: Unrevealed, presumably carried out by the officials of the Quistalian government
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Dominus, The Supreme One, Ultra-Robots, Blob, Unus, Charlie Gray, Rafe Michel, Grover Raymond (Aries II)
Major enemies: Professor X, the X-Men, Iron Man, Captain America, Falcon
Base of operations at time of alleged death: The "Nameless Dimension"
Former bases of operations: The Planet Quistalium; a walled city in Tibet; a cavern in the Balkan Mountains; a hidden base in the American Southwest
Group membership at time of alleged death: None
Former group membership: Arcane (Quistalian) invasion force
Extent of education: Unrevealed, apparently extensive in advanced Quistalian science

PHYSICAL DESCRIPTION

Height: 6' 2"
Weight: 325 lbs.
Eyes: Blue
Hair: Black
Other distinguishing features: None

POWERS AND ABILITIES

Intelligence: Gifted
Strength: Normal, (after exile) Superhuman Class 10
Speed: Normal
Flight speed: Directed motion hovering
Stamina: Normal
Durability: Normal
Agility: Normal
Reflexes: Normal
Fighting skills: Fair hand-to-hand combatant, no known training, relied on superhuman strength
Special skills: Extensive knowledge of advanced Quistalian science and technol-

ogy and talent as an inventor using this technology.

Superhuman physical powers: Acquired ability to manipulate ionic energy for various effects, including enhancing his physical strength and leaping ability, creating protective force fields, and projecting powerful concussive bolts. Lucifer could also "fuse" his physical and mental "essence" with another sentient being. In doing so, Lucifer created a psychic link between himself and his "host." The "host" retained his own will but was in constant psychic contact with Lucifer. The "fusion" endowed the host with some of Lucifer's superhuman powers for as long as the merger lasted. Lucifer could fuse with at least two hosts simultaneously.

Superhuman mental powers: Limited telepathic abilities. Ability to create and maintain a psychic link with his host or hosts while fused with them.

Special limitations: None

Source of superhuman powers: Unrevealed

PARAPHERNALIA

Costume specifications: Quistalian fabric

Personal weaponry: Ray gun firing unknown forms of destructive energy.

Special weaponry: Dominus, a highly advanced computer complex created by the Arcane that could blanket a world with mind-deadening rays, enabling the Arcane to enslave its populace. Dominus was operated by "Ultra-Robots," which could fly and project destructive energy beams.

Other accessories: None

Transportation: Teleportation devices

Design and manufacture of paraphernalia: Lucifer and Quistalian scientists

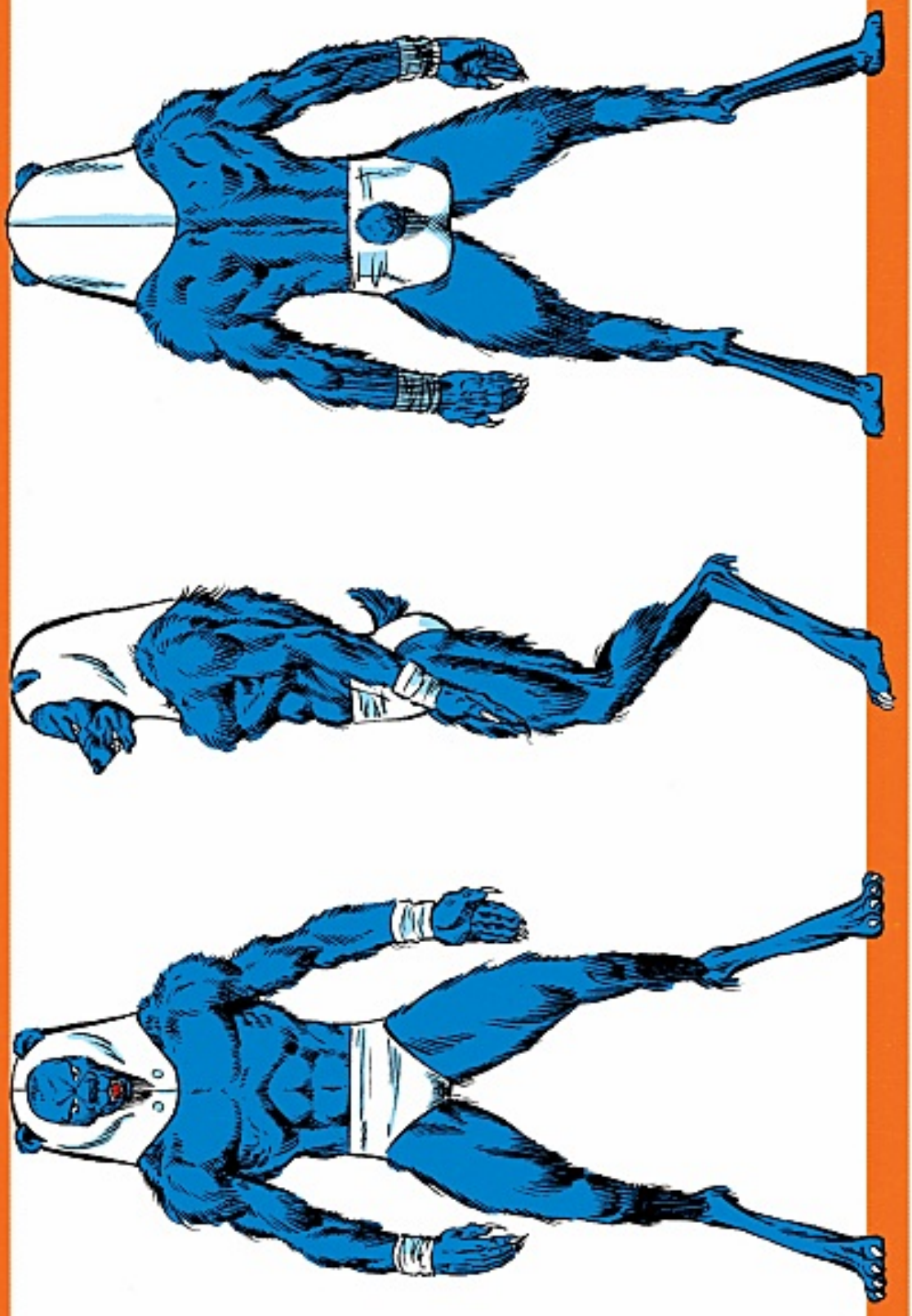
BIBLIOGRAPHY

First appearance: X-MEN Vol. 1 #9

Origin issue: Lucifer's origin is as yet unrevealed.

Significant issues: X-MEN Vol. 1 #9 (battled Professor Xavier in the Balkan Mountains, defeated); X-MEN Vol. 1 #20-21 (manipulated Blob and Unus into framing X-Men as criminals, revealed how he rendered Xavier a cripple years ago; thwarted by the X-Men, teleported from Earth by Quistalian Supreme One for punishment); IRON MAN #20 (exiled in the "Nameless Dimension," had somehow gained superhuman powers, "fused" with Charlie Gray, Gray fought and defeated Lucifer); CAPTAIN AMERICA AND THE FALCON # 177-178 (fused simultaneously with Rafe Michel and Aries II of Zodiac I, both fought Captain America and the Falcon; Lucifer trapped in "Nameless Dimension" when both hosts died); WEST COAST AVENGERS Vol. 2 #24 (reported by Dominus to have been "terminated")

LUPO™



LUPO

BIOGRAPHICAL DATA

Real name: Unrevealed
Other current aliases: Lupus
Former aliases: Timberius II
Dual identity: Known in Savage Land
Current occupation: Warrior
Former occupation: None known
Citizenship: Inapplicable
Legal status: None
Place of birth: The Savage Land
Marital status: Unrevealed
Known relatives: None
Known confidants: None
Known allies: Savage Land Mutates (Amphibius, Barbarus, Brainchild, Gaza, Equilibrius, Lorelei, Piper I), (formerly) Magneto, Sauron, Zaladane
Major enemies: X-Men, Ka-Zar, Avengers, Magneto
Usual base of operations: The Savage Land
Former bases of operations: None
Current group membership: Savage Land Mutates
Former group membership: Swamp Men of the Savage Land
Extent of education: No formal education

PHYSICAL DESCRIPTION

Height: 5'6"
Weight: 135 lbs
Eyes: Brown
Hair: Black (in human form), grey (in lupine form)
Other distinguishing features: Presumably as a result of further mutation, Lupo now resembles a humanoid wolf.

POWERS AND ABILITIES

Intelligence: Average
Strength: Athlete
Speed: Athlete
Stamina: Enhanced human
Durability: Enhanced human
Agility: Enhanced human
Reflexes: Athlete
Fighting skills: Fair hand-to-hand combatant, trained in combat skills of his former tribe, the Swamp Men
Special skills and abilities: None
Superhuman physical powers: None
Superhuman mental powers: Psionic ability to command certain animals, notably wolves
Special limitations: Powers are possibly dependant on high-pitched cries he makes
Source of superhuman powers: Artificially induced mutation

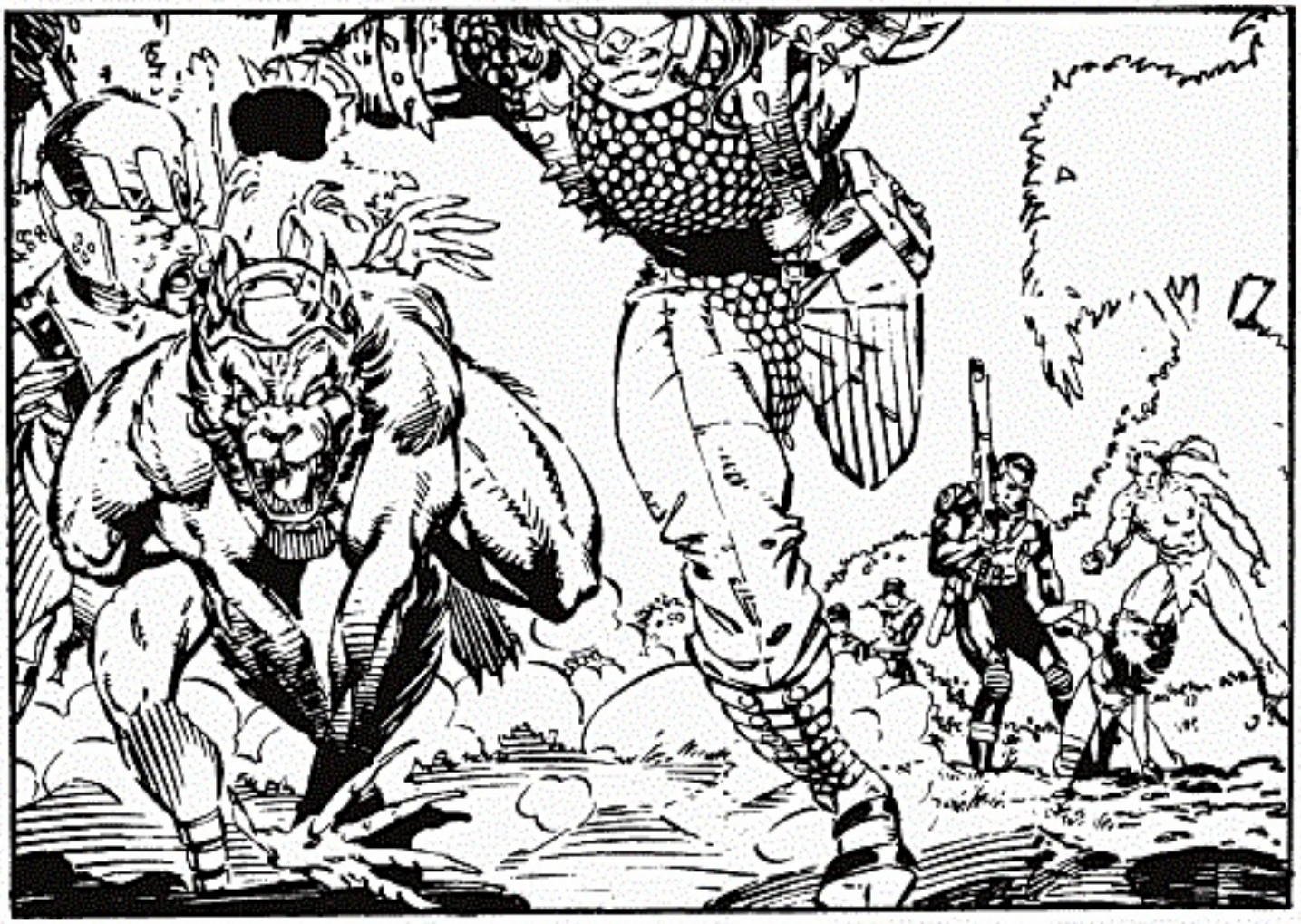
PARAPHERNALIA

Costume specifications: None
Personal weaponry: None
Special weaponry: None
Other accessories: None
Transportation: Winged pterosaurs from the Savage Land, as well as hovercrafts

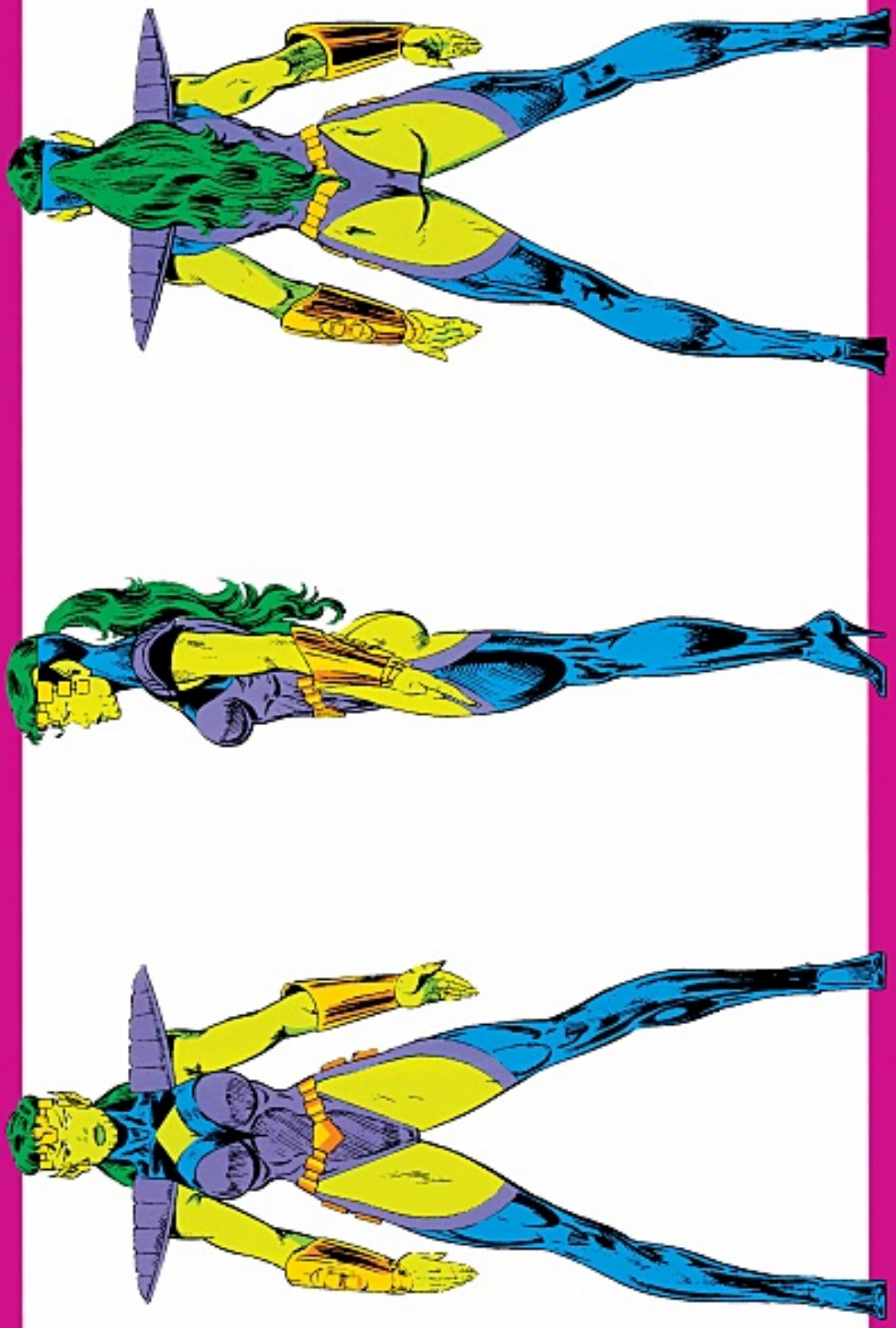
left by the High Evolutionary
Design and manufacture of paraphernalia: High Evolutionary

BIBLIOGRAPHY

First appearance: X-MEN Vol. I #62
Origin issue: X-MEN Vol. I #63
Significant issues: X-MEN Vol. I #62-63 (artificially mutated from a swamp man by Magneto, together with other Savage Land Mutates, served Magneto in battling X-Men and Ka-Zar, reverted to original form), AVENGERS #105 (returned to mutate form, fought Avengers in Savage Land), MARVEL FANFARE #1-2 (fought Spider-Man, Ka-Zar, and Angel in Savage Land), MARVEL FANFARE #3-4 (served Sauron and Zaladane in their attempt to conquer the Savage Land), UNCANNY X-MEN #250 (further mutated by Brainchild, aided Zaladane in another attempt to conquer the Savage Land), UNCANNY X-MEN #274-275 (aided Zaladane in battling against Magneto, Ka-Zar, Rogue, and their allies in Savage Land)



LYJA THE LAZERFIST™



LYJA THE LAZERFIST

BIOGRAPHICAL DATA

Real name: Lyja
Other current aliases: The Lazerfist
Former aliases: Alicia Masters Storm
Dual identity: Secret
Current occupation: Warrior
Former occupation: Skrull espionage agent, (Alicia Masters Storm) Sculptor
Citizenship: Skrull Empire
Legal status: No criminal record
Place of birth: Unrevealed location in the Skrull Empire, Andromeda Galaxy
Marital status: Formerly married to Jonathan Storm (Human Torch II) under false pretenses of being Alicia Masters
Known relatives: Jonathan "Johnny" Storm (Human Torch II, ex-husband), Susan Storm Richards (ex-sister-in-law), Reed Richards (ex-brother-in-law), Franklin Richards (former nephew by marriage)
Known confidants: (former) Paibok the Power Skrull, Jonathan Storm
Known allies: Fantastic Four, Ms. Marvel II, Spider-Man, (former) Paibok the Power Skrull, Devos the Devastator
Major enemies: Paibok the Power Skrull, Devos the Devastator, Klaw, Huntara, Doctor Doom
Usual base of operations: Four Freedoms Plaza, New York City
Former bases of operations: Skrull Empire, Andromeda Galaxy
Current group membership: Ally of Fantastic Four
Former group membership: Ally of Paibok the Power Skrull and Devos the Devastator
Extent of education: Unrevealed

PHYSICAL DESCRIPTION

Height: 5' 6"
Weight: 130 lbs.
Eyes: Green
Hair: Dark green
Other distinguishing features: Green skin, large pointed ears, furrowed chin

POWERS AND ABILITIES

Intelligence: Normal
Strength: Athlete
Speed: Athlete
Stamina: Athlete
Durability: Athlete
Agility: Athlete
Reflexes: Athlete
Fighting skills: Trained in armed and unarmed combat by the Skrull military
Special skills and abilities: Trained in acting and educated in Earth culture and history and the english language by Skrull tutors. Talented as a creator of abstract sculpture.
Superhuman physical powers: The ability to change size, shape, and color at will, taking on the appearance but not the characteristics of other beings and objects within a volume range of .75 to 1.5 times the Skrull's original volume (a trait common to all Skrulls), the ability to project blasts of

laser-like beams called her "bio-blasts" from her hands without harm to herself. She can suspend herself in the air by firing her bio-blasts beneath her.
Superhuman mental powers: None
Special limitations: Skrulls cannot duplicate the superhuman powers of the beings they use their shape-shifting powers to impersonate.
Source of superhuman powers: (physical malleability) Deviant Skrull heritage, (laser powers) Genetic alteration by paibok the Power Skrull

PARAPHERNALIA

Costume specifications: Body armor of unspecified materials
Personal weaponry: None
Special weaponry: None
Other accessories: Wore special contact lenses that rendered her blind while she impersonated Alicia Masters
Transportation: Fantastic Four air and land vehicles, (formerly) Starship of Paibok
Design and manufacture of paraphernalia: Unnamed Skrull craftsmen

BIBLIOGRAPHY

First appearance: (as Alicia Masters) FANTASTIC FOUR #265, (in true form) FANTASTIC FOUR #357, (as Lyja the Lazerfist) FANTASTIC FOUR #370
Origin issue: FANTASTIC FOUR #358
Significant issues: FANTASTIC FOUR #265 (posing as Alicia Masters, greeted Fantastic Four on their return to earth from Secret War I); FANTASTIC FOUR #277 (Thing learned that Johnny Storm and "Alicia" were lovers and became enraged); FANTASTIC FOUR #300 (married Johnny Storm); FANTASTIC FOUR #357 (forced by Thing to transform back to to her true Skrull appearance); FANTASTIC FOUR #358 (revealed she was pregnant by Johnny Storm, aided Fantastic Four in finding real Alicia Masters in Skrull Empire, was seemingly killed by Paibok while she was saving Johnny Storm's life); FANTASTIC FOUR #366 (Paibok revealed to Devos the Devastator that Lyja was still alive); FANTASTIC FOUR #369-372 (Paibok altered her genetic structure, giving her laser powers; awakened from comatose state; arrived on Earth with Devos and Paibok; attacked Human Torch II in New York City); FANTASTIC FOUR #374 (alongside Devos and Paibok, witnessed the battle between the Fantastic Four and the alternate Fantastic Four, betrayed Paibok and Devos when she joined the conflict); FANTASTIC FOUR #375 (first encountered Uatu the Watcher, aided Fantastic Four against Doctor Doom); FANTASTIC FOUR #378 (alongside Fantastic Four, battled Devos, Paibok, Klaw, and Huntara); FANTASTIC FOUR #379 (impersonated Bridget O'Neil, became jealous on discovering Johnny Storm's affection for Bridget)

INTELLIGENCE: Ability to think

Non-Sentient (instinctual behavior only)
Learning impaired (major mental deficiencies)
Below normal (minor mental deficiencies)
Normal (possessing an Intelligence Quotient that is approximately average)
Above normal (possessing a significantly higher than average IQ)
Gifted (possessing a significantly higher than average IQ and creative talents)
Genius (possessing an extremely high IQ and creative talents)
Extraordinary genius (possessing genius in multiple intellectual areas)
Superhuman (possessing genius in virtually all intellectual areas)
Immeasurable (alien, "omniscient")

STRENGTH: Ability to lift weight above one's head with arms fully extended

Below normal (cannot lift one's own body weight)
Normal (able to lift one's own body weight)
Athlete (able to lift from one's own body weight up to double one's own body weight)
Peak human (able to lift double one's own body weight to 800 pound range)
Enhanced human (able to lift in the 800 pound to 2 ton range)
Superhuman Class 10 (able to lift in the 2 to 10 ton range)
Superhuman Class 25 (able to lift in the 10 to 25 ton range)
Superhuman Class 50 (able to lift in the 25 to 50 ton range)
Superhuman Class 75 (able to lift in the 50 to 75 ton range)
Superhuman Class 90 (able to lift in the 75 to 90 ton range)
Superhuman Class 100 (able to lift in the 90 to 100 ton range)
Incalculable (able to lift in excess of 100 tons)

SPEED: Ability to move over land by running

Below normal (cannot attain 10-15 miles per hour)
Normal (peak range: 25-29 miles per hour)
Athlete (peak range: 32-36 miles per hour)
Peak human (peak range: 41-45 miles per hour)
Enhanced human (peak range: 61-65 miles per hour)
Superhuman (peak range: 111-115 miles per hour)
Subsonic (peak range: 250-500 miles per hour)
Speed of sound (able to reach the Mach 1: 770 miles per hour at sea level)
Supersonic (peak range: Mach 2 to Mach 4.6: 0.22-1.0 miles per second)
Orbital velocity (peak range: Mach 18.7 to Mach 23.3: 1-5 miles per second; when a runner reaches this speed he is no longer in contact with the ground and thus not running)

FLIGHT SPEED: Ability to move through open air or space by flying

Hover only
Directed motion hovering (peak range: 10-30 miles per hour)
Natural winged flight limit (peak range: 150-160 miles per hour)
Artificial winged flight (peak limit: 160-200 miles per hour)
Subsonic (peak range: 250-500 miles per hour)
Speed of sound (able to reach the Mach 1: 770 miles per hour; 0.22 miles per second)
Supersonic (peak range: Mach 2 to Mach 4.6 : 0.22-1.0 miles per second)
Orbital velocity (peak range: Mach 18.7 to Mach 23.3: 1-5 miles per second)
Escape velocity (Mach 32.7: 7 miles per second)
Sub-light speed (peak range: 80%-99.65% light speed: 150,000 to 185,620 miles per second)
Light speed (186,000 miles per second; cannot be attained by physical beings within Earth's atmosphere)
Warp speed (able to enter and traverse through warp space by transcending light speed, cannot be attained by physical beings within Earth's atmosphere)

WATER SPEED: Ability to move through water by swimming

Normal (peak range: 3-5 knots)
Athlete (peak range: 7-12 knots)
Peak human(peak range: 12-15 knots)
Enhanced human(peak range: 20-25 knots)
Superhuman (peak range: 50-60 knots)
Maximum (around 700 knots, detrimental environmental effects will occur, causing water to convert to plasma, etc.)
NOTE: 1 knot = 1.151 miles per hour.

STAMINA: Ability to sustain peak exertion before fatigue impairs performance

Below normal (unable to sustain for 1 minute)
Normal (able to sustain for 1 minute)
Athlete (able to sustain for several minutes)
Peak human (able to sustain for up to an hour)
Enhanced human (able to sustain for several hours)
Superhuman (able to sustain for up to a day)
Metahuman (able to sustain for several days)
Demi-godlike (able to sustain for weeks)
Godlike (able to sustain almost indefinitely)
Immeasurable (never tire due to self-generating energy)

DURABILITY: Ability to resist or recover from bodily injury or disease

Below normal
Normal (average resilience)
Athlete (conditioned metabolism enabling efficient healing)
Peak human (conditioned metabolism enabling extraordinarily efficient healing)
Enhanced human (skin, bone, and muscle augmented to make it stronger and harder than human; impervious to injury to a certain extent)
Enhanced human regenerative(skin, bone, and muscle retains human durability but body is able to heal near-lethal injuries by regenerating cells to a limited extent)
Superhuman (skin, bone, and muscle augmented to make it stronger and harder than human; impervious to injury to an extraordinary extent)
Superhuman regenerative (able to regenerate injured tissue and brain cells to an extraordinary degree; but not able to regenerate missing limbs or organs)
Metahuman (able to withstand extreme temperatures and pressures, and virtually all toxins, corrosives, punctures, and concussions without sustaining injury)
Metahuman regenerative (able to regenerate injured or missing brain cells, tissue, limbs or organs)
Demi-godlike (able to withstand all injury short of a direct nuclear explosion)
Demi-godlike regenerative(able to heal all injury short of a direct nuclear explosion)
Godlike (able to reconstitute body after total molecular disintegration)
Totally indestructible (absolutely cannot be injured)

AGILITY: Ability to to move the body with flexibility and coordination

Below normal
Normal (average)
Athlete (above average)
Peak human (significantly above average)
Enhanced human (beyond the natural limits of the human body)
Superhuman (significantly beyond the natural limits of the human body)
Metahuman (extraordinarily beyond the natural limits of the human body)

REFLEXES: Reaction time

Below normal
Normal (average)
Athlete (above average)
Peak human (significantly above average)
Enhanced human (beyond the natural limits of the human body)
Superhuman (virtually instantaneous)
Metahuman (instantaneous)

SPECIAL GLOSSARY

accessories: Any article used or carried by the subject of the entry other than weaponry or transportation.

Adamantium: An artificially created alloy of iron that is most impervious substance found on Earth.

alternate earth: A world resembling Earth which coexists with Earth in another dimensional space.

alternate future: One of the possible future realities deriving from the present reality through a specific sequence of events.

android: An artificial being designed to resemble and mimic the form of a human being.

anti-matter: Matter composed of particles that have the opposite electrical charge as ordinary matter.

astral body: The sheath or form that contains a living being's life essence, consciousness, spirit, or soul.

astral projection: The ability to project one's astral body from one's physical body.

bionic: Of or having to do with an artificial simulation of a living thing or part of a living thing.

clairvoyance: The ability to perceive things without using the five physical senses.

confidants: Persons to whom the subject of the entry has revealed his or her secret identity or other highly confidential information.

cyborg: Cybernetic organism.

Darkforce: An unknown form of extra-dimensional energy that manifests as a non-reflective, highly opaque, black substance.

demigod: A humanoid being possessing almost godlike attributes, but was probably not worshiped. A demigod may be an offspring of a god and a human being.

demon: A godlike being who preys upon the living in some way, usually possessing some magical powers and living in other dimensions.

Deviant: A member of the evolutionary offshoot of humanity created through experiments performed by the alien Celestials, possessing no standard genetic physical characteristics other than humanoid form. Deviants tend to look monstrous.

dimension: A universe or realm containing space, time, matter, and energy.

Eternal: A member of the evolutionary offshoot of humanity created through experiments performed by the alien Celestials, possessing extraordinary life spans and a vast array of physical and energy manipulating powers.

god: A humanoid being with a longer life span and greater physical powers than human beings, whose kinsmen or self was was once worshiped by human beings.

Homo mermanus: An evolutionary offshoot of humanity who possesses gills and dwells underwater.

hyper-space: A realm of space existing outside of conventional space. Also called sub-space or warp-space.

levitation: The psionic or magical ability to screen the physical body from gravity and thus rise off the ground.

limbo: A generic term for various dimensions characterized by static or unchanging physical features. True Limbo exists outside the timestream itself.

magic: The art, science, and practice of utilizing certain unknown energies outside the electromagnetic spectrum.

metahuman: Characterized by skills, abilities, attributes, or powers that are as far beyond superhuman as superhuman is beyond human.

microverse: A parallel universe that may be reached from earth by reducing one's mass to a certain point, thereby creating a nexus. They are erroneously thought to exist within the atoms of our universe.

multiverse: A group of alternate universes that are related in some way.

mutagenic: Something capable of making cellular-level changes in an organism.

mutant: A being born with physical characteristics or the potential for them that are not possessed by either of its parents.

mutate: A being who acquires a physical characteristic by benevolent mutation from the exposure to a mutagenic substance.

Negative Zone: An anti-matter universe discovered by Dr. Reed Richards (Mr. Fantastic).

nexus: A point in one dimension through which access to other dimensions may be achieved.

Omnium: A steel alloy stronger than Titanium but weaker than Adamantium.

pantheon: A tribe, clan, or race of gods of common origin.

parallel world: A world that exists in another dimension whose reality never diverged from but is parallel to the reality of Earth.

personal weaponry: Instruments of offensive or defensive combat carried on the subject of the entry's person.

pocket dimension: A universe whose spatial size is limited.

precognition: The ability to psionically scan the various alternate futures and (sometimes) predict which one is most probable to manifest.

psionic: Pertaining to the mental manipulation of hypothetical subatomic particles called psions.

psychokinesis: The psionic ability to move or manipulate matter without physically touching it. Synonymous with telekinesis.

Pym particles: Theoretical particles discovered by Dr. Henry Pym that enable size-changing and shunting and accruing of mass extradimensionally.

radar senses: An extrasensory means of perception whereby the brain generates an electromagnetic waves that bounce off of objects and travels back to the brain.

robot: A mechanical being capable of simulating certain human activities.

sentient: Possessing higher intelligence.

Subterraneans: Any of the offshoots of humanity who have adapted to living beneath Earth's surface.

superhuman: Characterized by skills, abilities, attributes, or powers that are outside the parameters of achievement by human beings.

special weaponry: Instruments of offensive or defensive combat used by the subject of the entry but not usually carried on his or her person.

telepathy: The psionic or physical ability to send and/or receive thoughts directly into other minds.

teleportation: The psionic ability to transport one's self or other people or objects from one point in space to another without physically having traveled the space in between.

time-line: The events of a particular reality that define its history. Also called reality line.

unstable molecules: A configuration of unknown atomic nuclei and electrons discovered or synthesized by Dr. Reed Richards (Mr. Fantastic) which is responsive to energized matter around it.

vampire: A magical creature who feeds upon the blood of living beings, created by a spell written by the demon Chthon in the book of the Darkhold.

Vibranium: A precious extraterrestrial metal found only in meteor deposits in the African nation of Wakanda and the Antarctic region called the Savage Land, capable of absorbing vibrations.

werewolf: A human being who can transform into a wolf or humanoid wolf through magic.

THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE

With this issue, we begin our second year of publication of the Master Edition of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE. Besides the new improved cover layout which you had to see in order to read this, we have two other exciting innovations premiering in this package.

First, we begin our coverage of Marvel's major super-teams with a non-standard style pin-up page drawn by a penciler associated with the team. This month it's the Fantastic Four in the spotlight, a group who just so happens to be celebrating their 30th birthday right now, and it's drawn by the FF's current penciler without peer Paul Ryan. Next month we'll be doing a second FF roster sheet featuring their various replacement members and supporting cast. The month after that we shine the spotlight on the Avengers, and for the next several months we will bring you eye-opening shot of all the line-ups the Avengers have had since 1964.

Second up this month, we begin our individual hero feature pages. Again drawn by a penciler closely associated with the character, these feature pages will illustrate the hero's major powers on the front side, and will illustrate the major members of the hero's supporting cast on the flip side. This issue we revisit Spider-Man, our full figure cover feature for issue #1, and in ensuing months, we will continue to refocus our spotlight on our cover features from exactly twelve issues previous. In other words, Captain America, the main attraction from issue #2, will be next month's feature pager, then Ghost Rider from issue #3, Wolverine from issue #4 and so on...

The other 22 pages of our 24 page package will remain in the three figure view format, destined to become the industry standard, and will continue to provide you with the definitive body type and costume reference for all the Marvel heroes and villains who have appeared at least twice.

I'd like to also take this opportunity to officially welcome on board Kelly Corvese as editor of the MARVEL UNIVERSE. Kelly actually began work on this project with issue #11, and is a veteran of the OHOTMU UPDATE '89. I will continue to oversee the series while Kelly handles the day to day coordination of it all.

In the rest of the space I have left, I'd like to thank all of you who have cared enough to write in about the series, offering us your suggestions, criticisms, corrections, and answer a few questions that have appeared in many of your letters.

Will Marvel ever be going back to the old format for the MARVEL UNIVERSE entries? Not in the forseeable future. For those of you who miss our long textual recaps of our characters histories, we have a new project in the planning stages which should satisfy your need to squint at long blocks of text.

Why are the poses of the characters identical, and why do you have the same art team draw them all? In order to show the absolute differences between character's body types and costumes, we felt it necessary to eliminate extraneous factors such as variations in poses and art styles. By equalizing these elements, you can see at a glance the real differences that exist among our characters.

Why didn't you hole-punch the covers so that we could so we could file them with the rest of the pages? It was our feeling that since the cover art was simply a composite of the interior art, the contents listing would be useless once the pages were pulled apart and integrated alphabetically with the rest, and the flip side glossary and power level definitions would be sequentially repeated, the covers were essentially throwaway items. Marveldom Assembled has spoken otherwise, and we're working on it.

That's all the room we have this time. If you have questions you'd like answered, just write to MARVEL UNIVERSE MASTER EDITION and we'll see about answering them in future inside front covers.

--Mark Gruenwald

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THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE

We are now in the midst of our second year of publication of the Master Edition of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE. Besides the new improved cover layout which you had to see in order to read this, we have made two other alterations in our standard format.

First, we continue our coverage of Marvel's major super-teams with a non-standard style pin-up page drawn by a penciler associated with the team. For the next few months it's the Avengers in the spotlight, and we will continue to bring you eye-opening shots of of all the line-ups the Avengers have had since 1964.

We're also continuing to bring you individual hero feature pages. Usually drawn by a penciler closely associated with the character, these feature pages will illustrate the hero's major powers on the front side, and will illustrate the major members of the hero's supporting cast on the flip side. This issue we revisit Wolverine, our full figure cover feature for issue #4, and in ensuing months, we will continue to refocus our spotlight on our cover features from exactly twelve issues previous.

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Why didn't you hole punch the covers so that we could so we could file them with the rest of the pages? It was our feeling that since the cover art was simply a composite of the interior art, the contents listing would be useless once the pages were pulled apart and integrated alphabetically with the rest, and the flip side glossary and power level definitions would be sequentially repeated, the covers were essentially throwaway items. Marveldom Assembled has spoken otherwise and as a result we now print the cover on the same stock as the interior pages. Thanks for letting us know what you think, people!

Is Marvel going to come out with any new binders for MARVEL UNIVERSE, perhaps some with characters' images on it? Yes and no. While we're not going to come out with any all-new binders, we are working on a binder customizing kit, a way for you to modify each binder to identify what characters are inside it. Look for that, as well as our custom illustrated alphabetical dividers sometime in mid-1992.

How long is the Master Edition of MARVEL UNIVERSE going to run? As far as we're concerned, this is an ongoing publication. As long as there are new characters to do, we'll keep on doing 'em — sales permitting, of course.

That's all the room we have this time. If you have questions you'd like answered, just write to MARVEL UNIVERSE MASTER EDITION and we'll see about answering them in future inside front covers.

— Mark Gruenwald

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THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE

Welcome once again to another character-clogged issue of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE Master Edition, the definitive body type, costume reference, and data source for all the Marvel heroes and villains who have appeared in the pages of a Marvel comic at least twice.

So how many comics are we talking about? How many super hero comics has Marvel published to date whose data we must take into account when we research the entries for OHOTMU? Thanks to reader Adam Schultz of Satellite Beach, Florida, we now have a definitive estimate! According to his research, Marvel has published 9,100 super hero books and 13,600 comic books total in the 31 years of publishing since FANTASTIC FOUR #1. Pretty impressive totals, huh? (Thanks, Adam.)

In answer to scores of your letters we now hole-punch the covers same as the interior pages. To enable us to do so, we've had to print the cover on the same thick paper stock as our interior pages, and that in turn has necessitated devoting one less page to character entries (in order to keep the price the same). But never let it be said that Marvel doesn't listen to its readers' requests. (Personally, I still don't know why anyone wanted to keep contents pages that become useless as soon as the pages of a given issue are separated and integrated into the rest of the set, but hey, what do I know?)

I'm getting some feedback on our other new features in the Master Edition: namely, our expanded team pages and our action shot pin-up pages. Most everybody who's written seems to like the group shots by various artists but the action shots have gotten mixed reviews. Come on, people, let's hear from the rest of you. Issue #24 is coming up and that's when we'll institute any new contents changes you may demand.

Which reminds me...next issue we will have tied the 20 issue run on the Deluxe Edition of OHOTMU and the issue after we will exceed it. Many of you are wondering how many issues we intend to run. Well, my intention is (sales willing) we'll run forever. The modular format of the data sheets enables us to keep plugging in new figures indefinitely.

In the rest of the space I have left, I'd like to thank all of you who have cared enough to write in about the series, offering us your suggestions, criticisms, corrections, and answer a few questions that have appeared in many of your letters.

Are you going to include any of the licensed characters that were made a part of the mainstream Marvel Universe? Main characters like Rom and the Micronauts whose names and likenesses are owned by outside parties we can't do for contractual reasons--but certain supporting characters created for those series we can do. For example, this issue's Doctor Demonicus first appeared in GODZILLA.

Are you going to feature Alien Races in the new edition? Good question. What do the rest of you folks think? Should we do all the alien races like we did in the Deluxe Edition #15?

Are you going to be coming out with any new designs for the MARVEL UNIVERSE binder? Not exactly. However, currently in the works is a kit with which you'll be able to customize your binders in such a way to label and illustrate the contents therein. More on this later!

Some of the characters in the Master Edition have since gotten new costumes. When are you going to do updates? How about next issue...when we feature Wolverine in his new (old) yellow-and-blues? We'll work others in as we roll along, okay?

That's all the room we have this time around. If you have questions you'd like answered, just send 'em in and we'll see about answering them in future inside front covers. Rest assured that Kelly and I read all your comments and value your input!

--Mark Gruenwald

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MARVEL MASTER EDITION

THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE

Hello again, culture lovers! Let's start out this month with a bunch of corrections from you readers, and then segue into a short expanded bibliography.

PSYLOCKE: Known confidants should also include: Meggan, Tom Lennox (deceased), Emma Collins (deceased) and Allison Double. Known allies should also include: (former) the Special Executive. Major enemies should include: the Fury (deceased). –Nick Gulliver, Crowthorne, Berkshire, England.

DIAMOND LIL: "Creepy" Crawly should have been listed under "former aliases." –Jeff Monaghan, Lauderhill, FL.

X-MEN FIRST LINE-UP: Nightcrawler should also be listed under "other leaders" (he served a short stint as team leader while Storm was away on a leave of absence.) –Nick Gulliver, Crowthorne, Berkshire, England.

MADAME MASQUE: Her first appearance as Big M was in TALES OF SUSPENSE #97, not #98 as listed. –Jeff Monaghan, Lauderhill, FL.

MOLE MAN: Under major enemies, Brutus should be listed as deceased. Design and manufacture of paraphenalia should read Mole Man, not Mad Thinker. – Ronald Bialkowski, Flushing, NY.

Thanks as always go to those who contributed corrections, for helping to make this a cleaner, squeakier Marvel Universe. Keep 'em coming, gang!

Now, let's move along to the extended bibliography for **The Collector:**

Significant Issues: AVENGERS #28 (captured Wasp, sought to "collect" other Avengers, defeated by them), AVENGERS #51 (enslaved Thor, captured Wasp and other Avengers, restored Goliath I's size-changing powers, defeated by Avengers), IRON MAN #25 (compelled Iron Man to serve as his pawn against warrior Val-Larr), AVENGERS #119 (attempted to "collect" Avengers in Rutland, Vermont), AVENGERS #172-174 (used his daughter Carina to spy on Korvac, was murdered by Korvac), CONTEST OF CHAMPIONS #3 (returned to life as a result of Grandmaster's game with Death), MARVEL TEAM-UP ANNUAL #7 (captured Marrina, battled Spider-Man and Alpha Flight), WEST COAST AVENGERS ANNUAL #2 (aided Grandmaster by tricking Avengers into entering Death's realm), SILVER SURFER Vol. 3 #3-4, 7, 9, 10, 17-19 (joined other Elders in failed attempt to kill Galactus and recreate the universe, thwarted by Silver Surfer), THANOS QUEST #2 (gave Infinity Gem to Thanos in exchange for captive Runner, beaten by Runner), AVENGERS #334-339 (released the captive Brethren to lay waste to Earth so he could "collect" surviving Earth humans, revealed true form to Avengers, was defeated by Brethren's Uni-Mind), SILVER SURFER Vol. 3 #58-61, 64 (used Collection Agency and Silver Surfer as pawns to capture virus that caused insanity)

NEXT ISSUE: Morbius! Beta Ray Bill! Green Goblin! Wonder Man! Foolkiller! And more! --Tom

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MARVEL MASTER EDITION

THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE

Bibliography time! Let's do the first half of **Doctor Doom**! We'll finish it up next month! Please note that as each of Doom's Doombots is indistinguishable from the true Doom without close examination, it is virtually impossible to determine which of Doom's recorded exploits are attributable to the real Doom.

Significant issues: FANTASTIC FOUR ANNUAL #2 (face scarred in laboratory accident, first donned armor, usurped Latverian throne); FANTASTIC FOUR #5 (first encountered Fantastic Four); FANTASTIC FOUR #6 (formed temporary alliance with Namor the Sub-Mariner against Fantastic Four); FANTASTIC FOUR #10 (exchanged consciousnesses with Mr. Fantastic); FANTASTIC FOUR #16 (trapped Fantastic Four and Ant-Man I in micro-world); FANTASTIC FOUR #17 (abducted Alicia Masters, battled Fantastic Four); AMAZING SPIDER-MAN #5 (first battled Spider-Man); FANTASTIC FOUR #23 (aided by Terrible Trio, captured Fantastic Four); FANTASTIC FOUR ANNUAL #2 (encountered Rama-Tut, revealed as ruler of Latveria, battled Fantastic Four); FANTASTIC FOUR #39-40 (took over Baxter Building, battled powerless Fantastic Four and Daredevil, defeated by Thing); FANTASTIC FOUR ANNUAL #3 (assembled host of superhuman criminals to attack wedding of Reed Richards and Susan Storm); AVENGERS #25 (battled Avengers in Latveria); FANTASTIC FOUR #57-60 (stole Silver Surfer's cosmic power, battled Fantastic Four, defeated by barrier of Galactus); DAREDEVIL #37-38/FANTASTIC FOUR #73 (exchanged consciousness with Daredevil, fomented battle between Fantastic Four and Daredevil, Spider-Man and Thor); STRANGE TALES Vol. 1 #162-167 (set robots of Yellow Claw and his followers against forces of SHIELD); MARVEL SUPER HEROES Vol. 1 #20 (battled Diablo); FANTASTIC FOUR #84-87 (held Fantastic Four captive in Latveria); SUB-MARINER #20 (battled Namor); ASTONISHING TALES #1-3 (created Doomsman android, battled Prince Rudolfo and Faceless One); THOR #182-183 (first battled Thor); ASTONISHING TALES #4-5 (halted Red Skull's attempted takeover of Latveria); ASTONISHING TALES #6-7 (invaded Wakanda, battled Black Panther); INCREDIBLE HULK Vol. 2 #143-144 (first battled Hulk); ASTONISHING TALES #8 (attempted to rescue mother's soul from Hades); FANTASTIC FOUR #116 (aided Fantastic Four against Over-Mind); SUB-MARINER #47-49 (alongside amnesiac Namor, contended against Modok and AIM for Cosmic Cube); HERO FOR HIRE #8-9 (hired Luke Cage to defeat his renegade robots, battled Faceless One); FANTASTIC FOUR #142-144 (transformed Desmond Pitt into Darkoth, battled Fantastic Four); GIANT-SIZE SUPER-VILLAIN TEAM-UP #1-2 (formed new alliance with Namor); FANTASTIC FOUR #155-157 (forced Silver Surfer to aid him against Fantastic Four, created Doomsman II)

NEXT ISSUE: Bishop! Blackout! Dracula! Longshot! Portal! Snowblind! Union Jack! And more! --Tom

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Greetings, folks. As you may remember from last month, we were in the middle of the bibliography for **Doctor Doom**. So let's get back to it!

Significant issues: SUPER-VILLAIN TEAM-UP #1-3 (alongside Namor, battled Dr. Dorcas, Tiger Shark and Attuma); MARVEL TEAM-UP #42-44 (time-traveled to 17th century Salem; alongside Spider-Man, Vision, Scarlet Witch and Moondragon, battled Cotton Mather and Dark Rider); SUPER-VILLAIN TEAM-UP #5-6 (enslaved Namor, signed non-aggression treaty with United States); SUPER-VILLAIN TEAM-UP #7 (battled the Shroud); SUPER-VILLAIN TEAM-UP #9/AVENGERS #155-156 (alongside Namor and Avengers, battled Attuma); SUPER-VILLAIN TEAM-UP #10-12 (alongside Namor, Captain America and Shroud, battled Red Skull); SUPER-VILLAIN TEAM-UP #13 (awakened Atlanteans from coma; alongside Namor, battled Krang); SUPER-VILLAIN TEAM-UP #14/CHAMPIONS #16 (used neuro-gas to control minds of everyone on Earth; defeated by Magneto, Beast and Ghost Rider I); MASTER OF KUNG FU #59-60 (set robots against Shang-Chi and Clive Reston); MARVEL COMICS SUPER SPECIAL #1 (encountered Kiss); FANTASTIC FOUR #196-200 (captured disbanded Fantastic Four, created clone of himself, driven insane, lost Latverian throne to Zorba); FANTASTIC FOUR ANNUAL #15 (rescued by followers, regained sanity); AMAZING SPIDER-MAN ANNUAL #14 (conferred mystic powers on Lucius Dilby); X-Men #145-147 (abducted Arcade, encountered X-Men); DAZZLER #3-4 (battled Dazzler); IRON MAN #149-150 (alongside Iron Man I, time-traveled to ancient Camelot); FANTASTIC FOUR #236 (with Puppet Master, trapped Fantastic Four in miniature community of Liddleville; became trapped in Liddleville himself); MICRONAUTS Vol. 1 #41 (battled Micronauts in Liddleville); FANTASTIC FOUR #246-247 (escaped Liddleville, became Kristoff's guardian, regained Latverian throne); FANTASTIC FOUR #258-260 (conferred cosmic powers on Tyros, set him against Fantastic Four; body destroyed in battle between Tyros and Silver Surfer, consciousness transferred to onlooker Norman McArthur); MARVEL SUPER HEROES SECRET WARS #1-12 (alongside various superhuman heroes and criminals, future self journeyed to Beyonder's Battleworld, gave Volcana and Titania II superhuman powers, attempted to steal Beyonder's powers); FANTASTIC FOUR #287-288 (consciousness restored to recreated original body by Beyonder); FANTASTIC FOUR VS. X-MEN #1-4 (fomented conflict between Fantastic Four and X-Men; with Mr. Fantastic, helped cure Shadowcat's uncontrolled intangibility); FANTASTIC FOUR #300 (sent flowers to Johnny Storm's wedding);

Whew! Enough of that! We'll go back to your comments and corrections next month.

NEXT ISSUE: War Machine! Feral! Cardiac! Molecule Man! Sleepwalker! Vision! And more! --Tom

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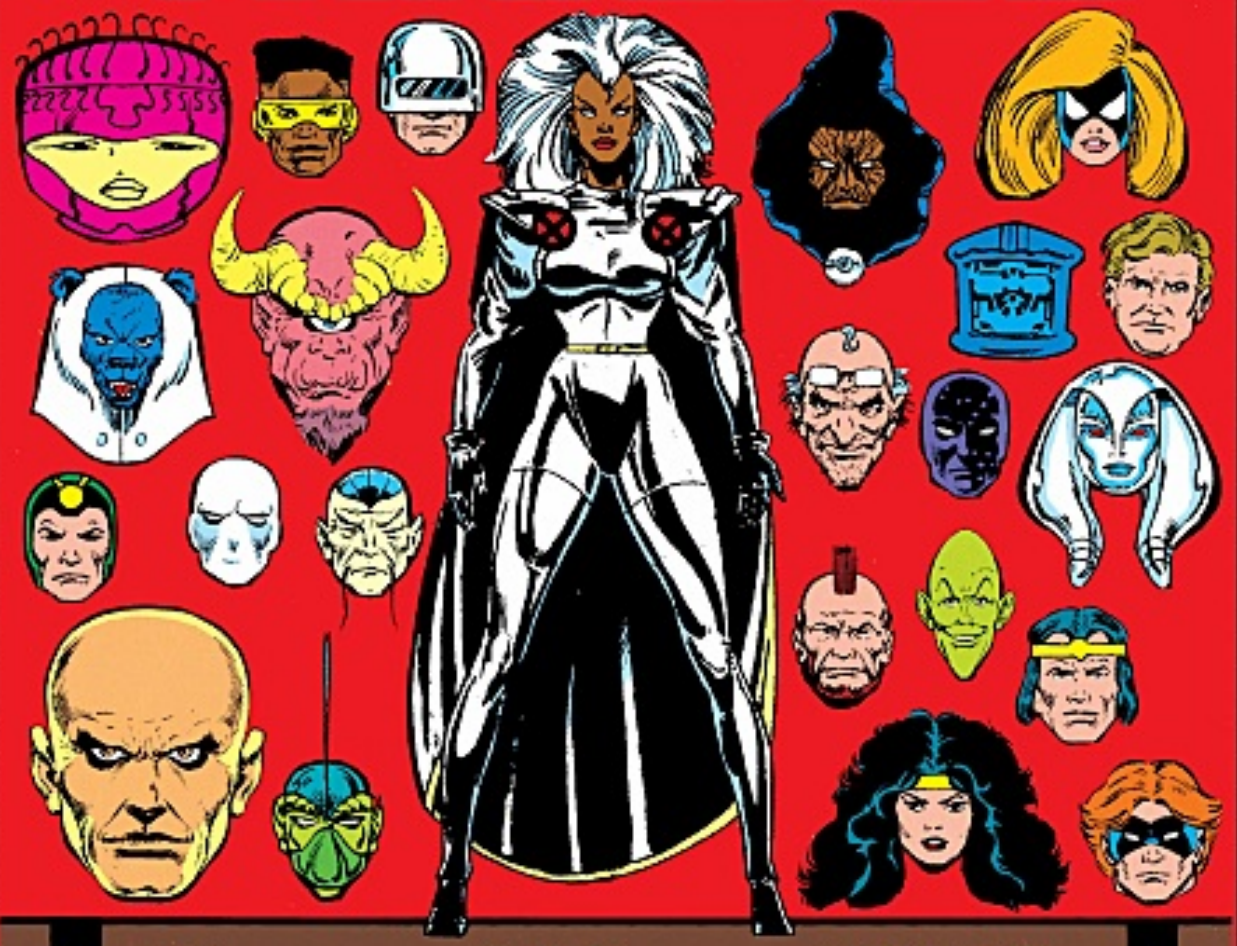

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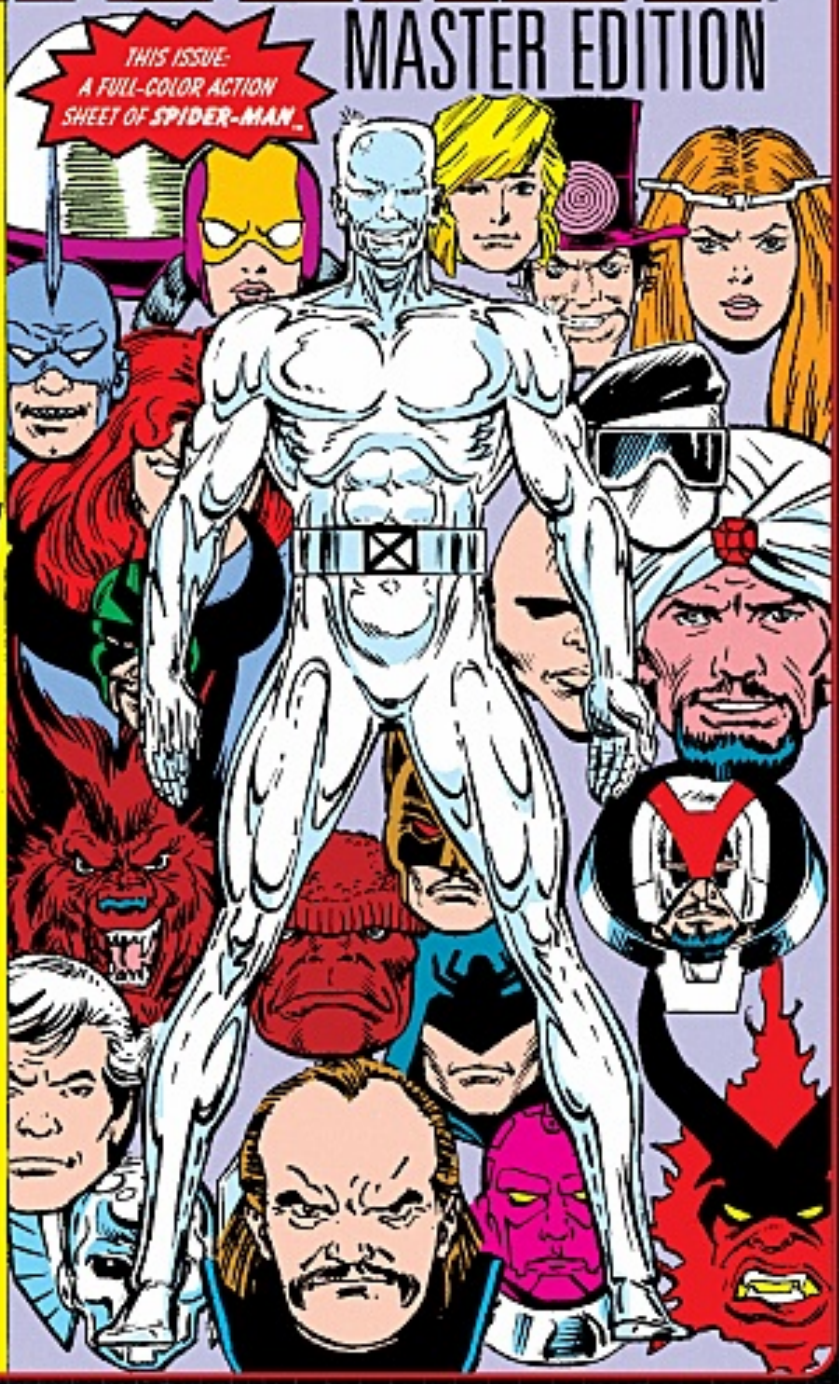

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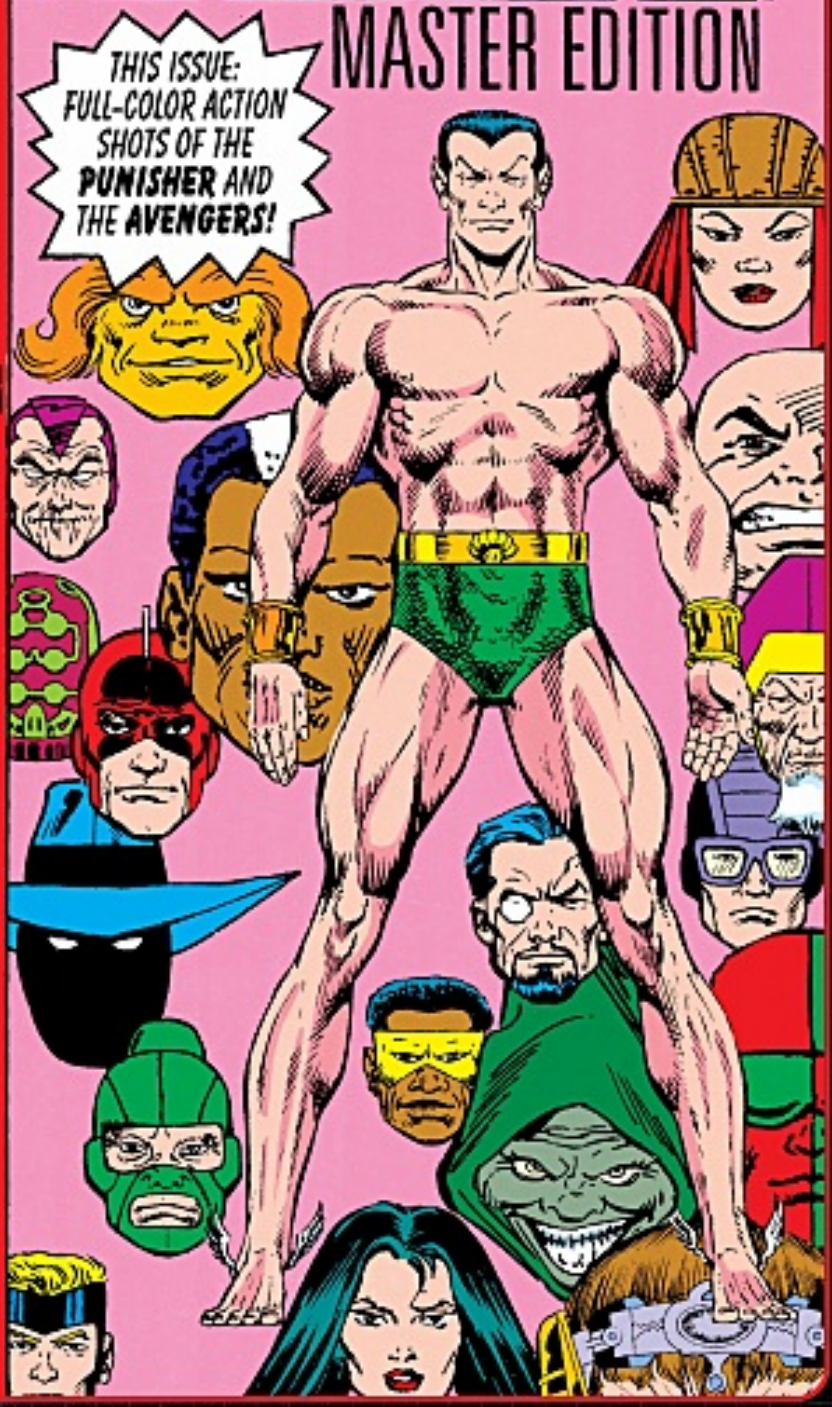

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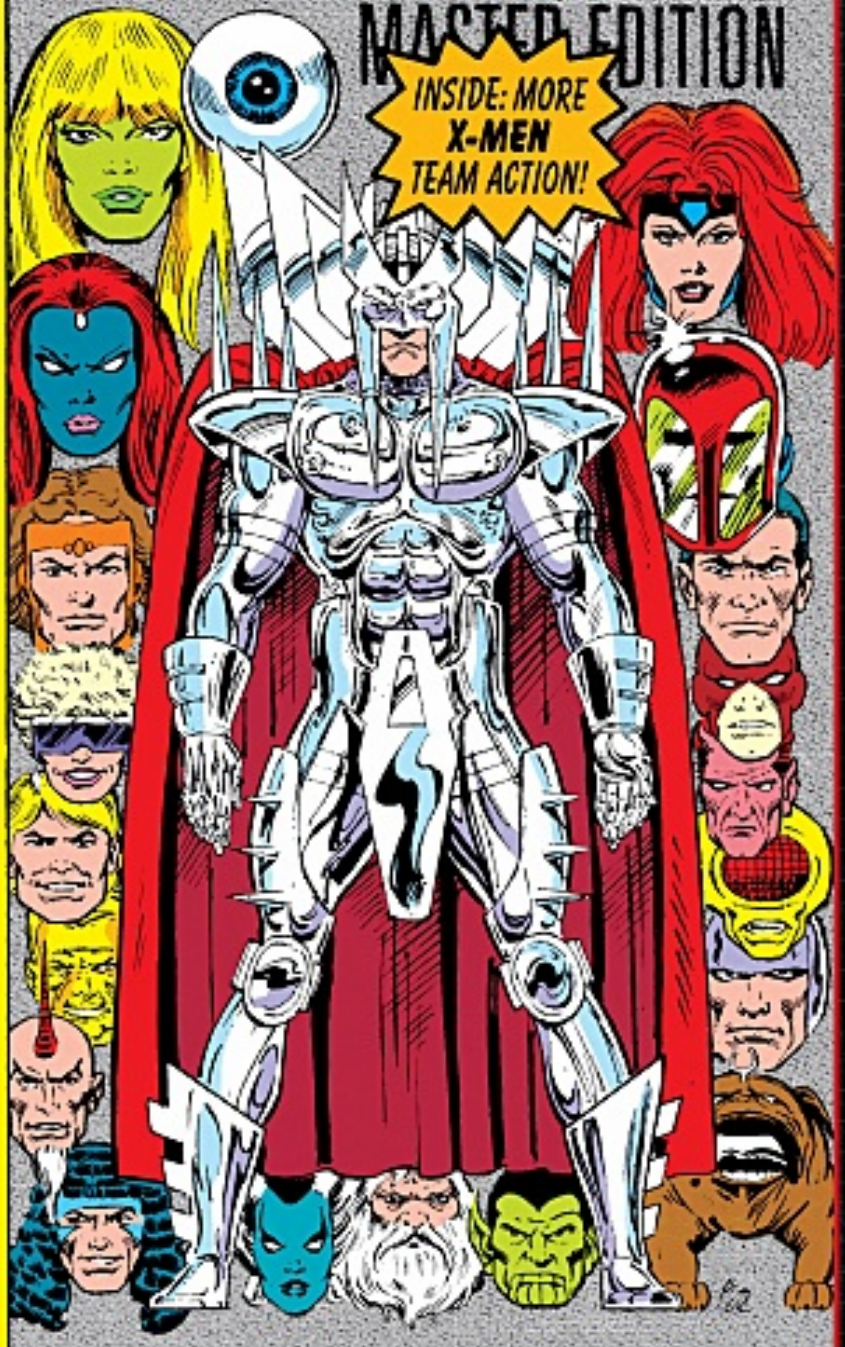

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MULTIPLE MAN
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PYM, HENRY
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RICTOR
SUNFIRE
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DEATHLOK
DR. STRANGE
DOOM 2099
FEARMASTER
HELLSTORM
KALA
LYJA THE LAZERFIST
MAGUS
POLARIS
PROTEUS
SHOTGUN
SPECIALIST
SPIRIT OF VENGEANCE
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CHANCE
EVILHAWK
GODDESS
GRIZZLY I
HARDCORE
MOONHUNTER
MORBIUS
MS. MARVEL
PROCTOR
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SIEGE
SUNSPOT
ULTIMO
VANISHER
WHITE QUEEN
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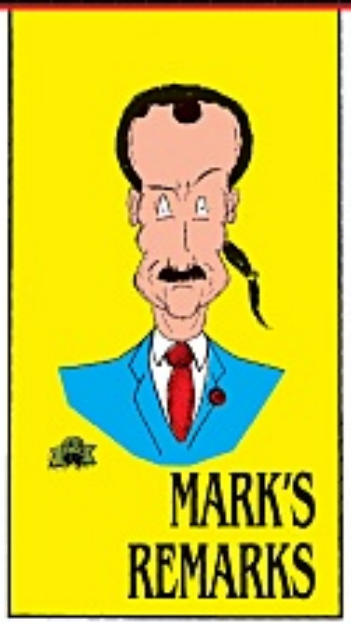
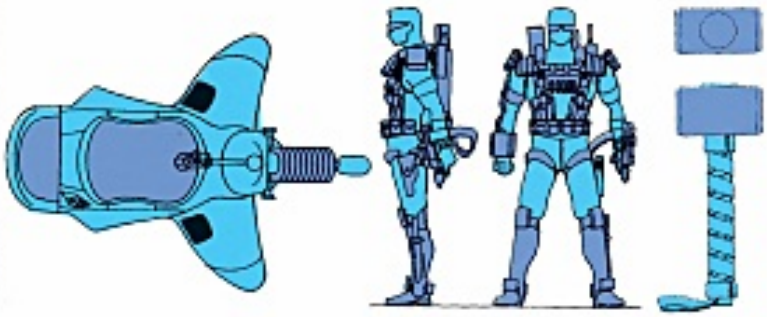


MARK'S REMARKS



Something tells me what follows may read more like a promo article than one of my usual non-commercial ultra-insightful insider's view of some aspect of the comics phenomenon, but . . . I'll see what I can do about it. My editors have asked me to give the behind-the-scenes story of the upcoming all-new all-different spin-offs from the OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE, and since I'm not only the principal architect of the original OHOTMU back in 1982, the improved Deluxe Edition (OHOTMUDE) of 1985, the Trade Paperback repackaging (OHOTMUTP) of 1987, and the aforementioned upcoming versions, it makes a lot of sense for me to tell the tale. Bear with me, huh?

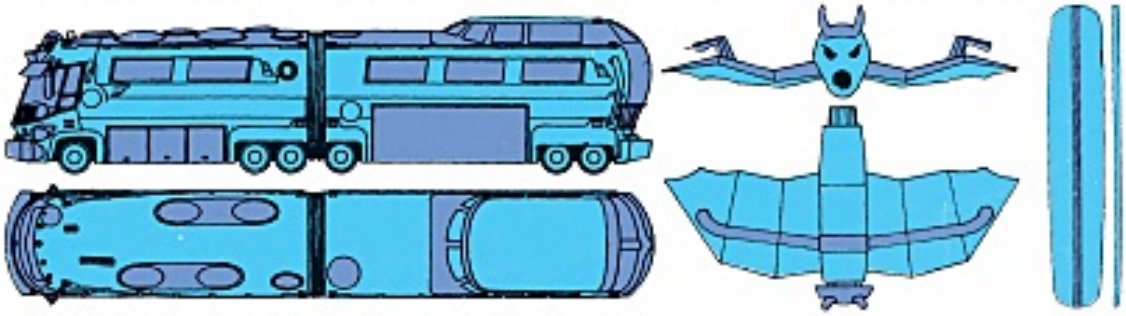
Before I hunker down to the task at hand, let me tell you the hitherto-unrevealed origins of the HANDBOOK. Back in 1977, a year before I was even hired by Marvel, my then-roommate Dean Mullaney (now the renowned publisher of Eclipse Comics) and I came up with the notion of compiling an encyclopedia to all of Marvel's characters, places, and things. We began by compiling a massive book-by-book index of names and even wrote several sample entries. It was a whole lot of work to do on spec (speculating that we could get Marvel to publish it or at least authorize someone else to) and we got distracted by other projects along the way. Soon after I was hired on as an assistant editor in 1978, I proposed the project but the powers-that-were recognized what a time-intensive undertaking it would be, and perhaps concluded I was still too wet behind the ears to put such a project together.

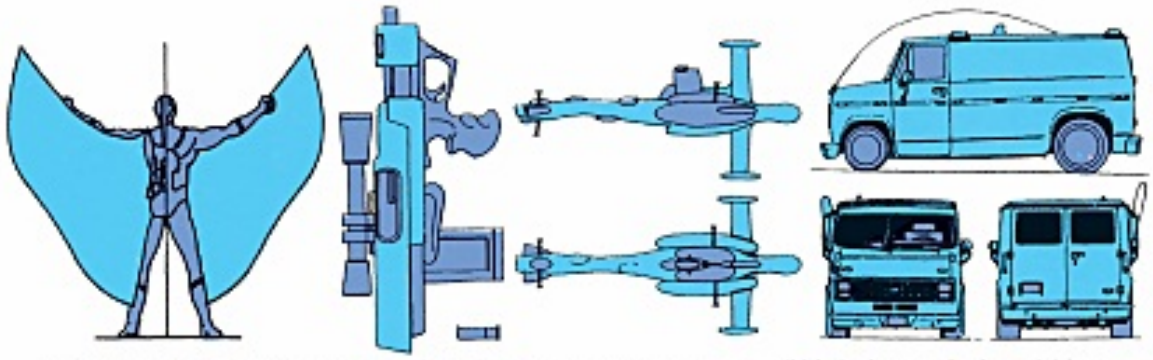
Four years later, I was promoted to full editor and then editor in chief Jim Shooter discussed with me an idea he was kicking around which would feature model sheets (front, side, and back views) of all our characters along with a chart of basic data and statistics about each. I said I was hot to do it, immediately scheming how I could incorporate the encyclopedic material from my unsung proposal. I was as happy as a youngster on the last day of school working out the format of the project and coming up with all of its statistical categories. As for the name, I wanted to simply call it "Marvel Universe," but Jim convinced me that the descriptive words "Official Handbook" would add to its kid appeal, so we slammed the two together. The end result, as all good Marveloids know, was the highly successful trend setting original edition of OHOTMU.

Now with two editions of 15 and 20 issues respectively, a 10-book repackaging, and an 8-issue update, it seemed to me that the project was doomed to be forever outdated. New characters were constantly coming into being, characters were continually changing costumes and powers, and old characters who didn't seem significant enough to include were perennially rising to importance. The very nature of an alphabetically arranged publication seemed inappropriate for keeping abreast of the ever-changing current status quo of the Marvel Universe. Way back in '82, John Byrne was among the first to suggest to me we publish the pages of the handbook separately so that new ones could be inserted and outmoded ones could be discarded with ease. But at the time we weren't sure a handbook to our characters would sell at all, so to hedge our bets we at least wanted to put the material in a format familiar to our readership.

Now, eight years later, having built a market for research projects of the sort and observed that the publishers of role-playing games have successfully adopted the modular format for the publication of some of their material, we're ready to publish MARVEL UNIVERSE in the best of all possible formats. But wait, I've still got some more exposition to run through before I'm ready to get down to specifics. Having gotten a little aesthetic distance between OHOTMU and myself (by keeping my involvement in the '89 Update minimal), I was able to look at the concept and format of the HANDBOOK dispassionately and critically analyze their shortcomings. Eventually, it dawned on me that besides its inability to remain current, the OHOTMU suffered from another major problem—namely, that it tried to be too many things all at the same time. And by trying to do so much, it was impossible to do them all equally well. For instance?

Well, previous incarnations of the HANDBOOK attempted to be: 1) a pinup book of cool full-figure shots drawn by top artists, 2) definitive style and color guides for characters' costumes, 3) a compilation of personal





statistics on each character, 4) a prose history of each character's life, 5) a detailed description and explanation of each character's powers, 6) a technical handbook for the hardware, vehicles, and headquarters of various characters, 7) an atlas to noteworthy places, 8) an encyclopedia to unusual objects and substances, 9) a bibliography to significant issues, and 10) everything else we could throw in: a glossary of technical terms, a gazeteer to other dimensions, a survey of alien races, even an appendix to characters to which we had no room to give full entries. As I said, it tried to be a lot of things all at once. Some of these things took up a whole lot of space, some of them got squeezed into whatever space we could find, and still others are almost at cross-purposes from one another.

My solution? To deconstruct the OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE into smaller, separate entities totally devoted to a single purpose. What I'm saying here is that OHOTMU has been converted into at least five (!) separate series of publications whose formats are determined by the nature of the material we wish to present. Let's begin with the publication that is perhaps the most direct descendant of the previous HANDBOOKS:

THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE MASTER EDITION (OHOTMUME) will feature full color model sheets (front, side, and back views) of each character on one side and personal data and statistics on the back. These will not be pinup shots drawn by various artists but reference shots drawn by a single art team, Keith Pollard and Joe Rubinstein. For fans of pinup shots by various artists, we have in the works both Official Marvel Trading Cards and a Marvel Poster Book, of which I'm involved with neither so someone else will have to tell you about it. The data and statistics sheet will contain information categories no previous HANDBOOK ever provided (such as "Known enemies:" and "Agility level:"), and will dispense with both theoretical explanations of powers and biographical narratives. Every month a packet of 24 characters will be published on a slick cardboard stock thicker than that used on our covers. Each sheet will be unbound and hole-punched for placement in a three-ring notebook to be sold separately. Every packet will have a wide variety of characters, some major, some minor, some living, some dead, some that have appeared in previous HANDBOOKs, some never featured before. We have a master list of over 2,000 (!) characters slated for entries at this writing. Because character sheets will be published in no apparent order, you will be able to file them alphabetically as they come out. The first packet is due this October.

THE MARVEL TECHNICAL MANUAL, currently slated for four prestige format volumes, will contain nothing but technical diagrams of Marvel Universe artifacts. The first book will contain personal weaponry. Book two will feature body armors. Book three will showcase vehicles. Book four will display headquarters and buildings. Written and drawn by the inimitable Eliot R. Brown, the TECH MANUAL will finally give this fascinating material the room it deserves. Look for this to begin toward the end of the year.

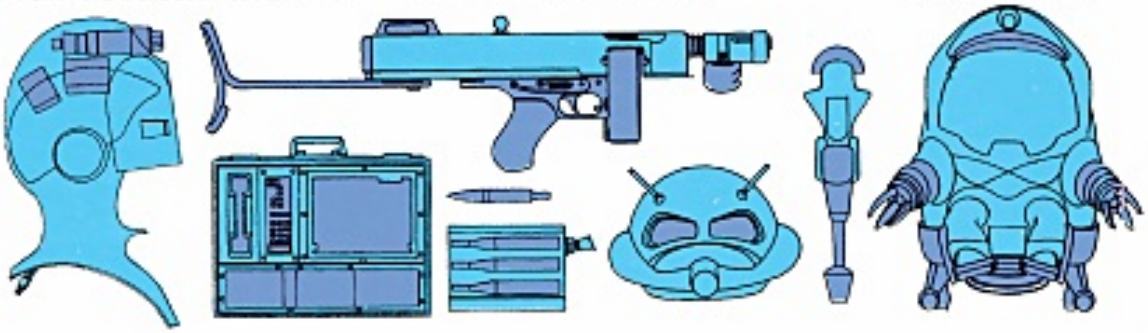
THE MARVEL DATABASE will be a thick trade paperback containing a master alphabetical index to every Marvel character with a listing of every single Marvel publication in which that character appeared in chronological order. It will be illustrated with significant cover reproductions. Peter Sanderson is hard at work on this one and we expect it to be ready by next summer.

THE MARVEL CENSUS will be a companion piece to the DATABASE. It will contain a master alphabetical listing to every single character who appeared in a Marvel Universe comic with a short description and first appearance. Also being written by Peter Sanderson, this is both the "Marvel Encyclopedia" I envisioned 13 years ago as well as the long-awaited "Master Appendix" cited in previous editions of the HANDBOOK. It will be illustrated with action shots of both major and minor Marvel characters.

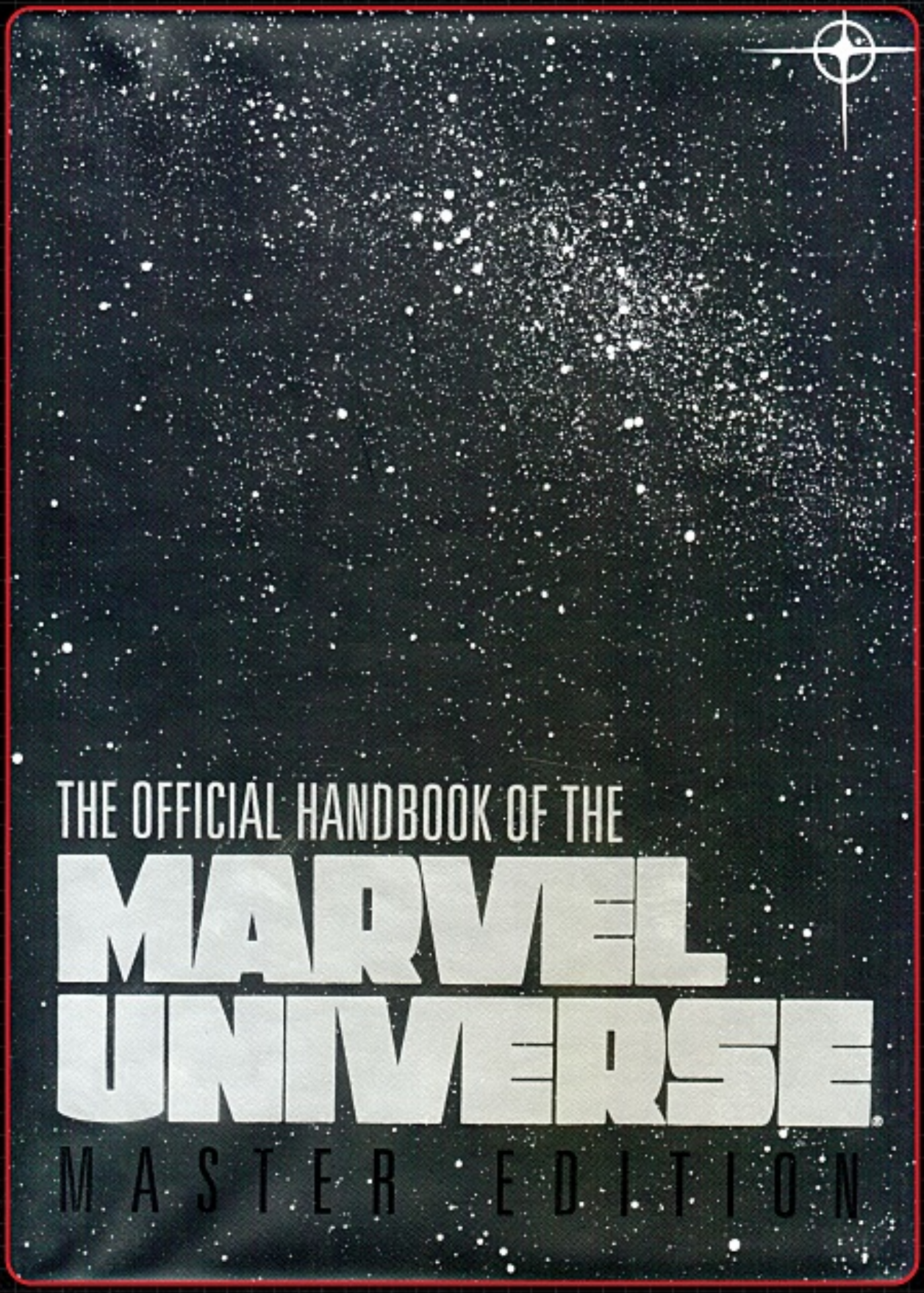
THE TOURISTS' GUIDE TO THE MARVEL UNIVERSE will be a series of lavish pinup books highlighting the wondrous sites of the Marvel Universe. The first book will be a guide to the most interesting places on Earth, the second, the most interesting other worlds, and the third, the most interesting other dimensions. Expect full-color painted artwork and a wide variety of artistic contributors. You'll see this some time in Marvel's 30th anniversary year, 1991.

And when we get all these under way, I have still other deconstruction projects up my mental sleeve. Hope this inside look into the background behind some of Marvel's most offbeat new projects wasn't too far afield of my usual fare. If it was . . . uh, see you next month!

—Mark Gruenwald



Marvel Age #94 article by **Mark Gruenwald**



In addition to the loose-leaf *OHOTMU: Master Edition* issues, Marvel offered this three-ring binder to store and alphabetize the series' pages. One binder held about six issues' worth of profiles.

Amid the comics boom of the 1990s, the *Official Handbook of the Marvel Universe* evolved to meet the collector frenzy — reinvented and presented as shrink-wrapped packs of loose-leaf cards, hole-punched to be arranged in dedicated binders (sold separately)! Now, three decades on, the fact-filled profiles of the *OHOTMU Master Edition* are presented in alphabetical order, documenting the first half of the Marvel Universe as it once stood!

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